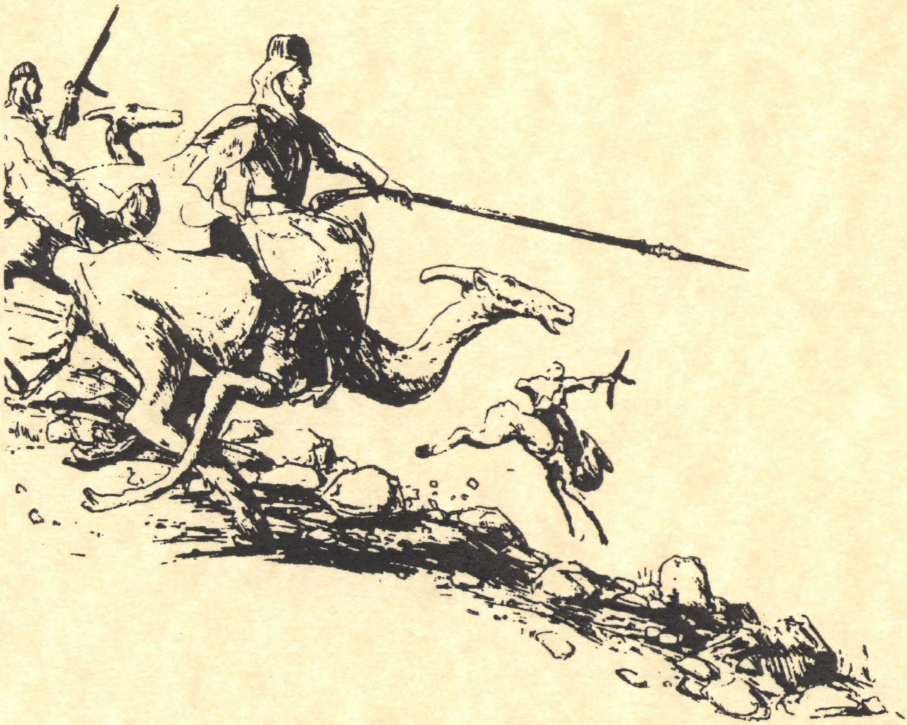
FALDOR

World of Adventure

by J. Andrew Keith



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Dedication: To Temujin, on whatever plains he now may roam.

Note: An early version of material from this module was used in the official *Traveller* tournament at Origins '82 in Baltimore, Maryland, USA.

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Published by:

CARGONAUT PRESS
1316 West 2nd Avenue
Apache Junction, AZ
85220 USA

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SECTION I: RULES

Introduction

It is trade that binds a civilization together, whether it is between seaports of a single world or the scattered planets of a star-spanning empire. The web of trade and commerce links the Third Imperium together, though the distances that separate the Imperial worlds - nearly 11,000 of them - boggle the imagination. Merchant vessels large and small travel among these worlds, and beyond, for across the frontiers lies new markets and new sources of wealth. Trade is a constant, with almost any world having something to offer. This includes even planets that have been cut off from the mainstream of civilization for centuries.

Such a world is Faldor, a primitive planet only a few parsecs from the borders of the Imperium, but remote in terms of society, technology, and culture. For centuries isolated at the behest of sociologists interested in charting the progress of cultures stranded on the world long before and reduced to the verge of savagery, Faldor has only recently been opened to contact with traders from the stars. Now the world's potential for trade is being explored by companies eager to exploit the wealth of an untapped planet... but the hazards of dealing with primitive cultures and natural hazards require a courageous and skilled breed of people to meet the challenges of this new world.

The adventurers come to Faldor as part of a company trading team, making a routine call at the planet to take on cargo and check on the well being of company employees on the planet. They are a mixed lot, veterans mustered out of the service at the conclusion of the recent war, merchant officers in the employ of the company, individuals who make their living facing danger and adventure. Faldor is just one world among many, no more hazardous than any other... but no *less* hazardous, either. It is a place to be understood, respected, feared, but overcome.

So the party comes to Faldor, a typical stop on a routine voyage. But the routine can be deceptive, and it's possible that some of those who come to Faldor may never leave...

THE TRAVELLER SUPPLEMENT

The adventures possible with *Traveller* are virtually without limit. This supplement is merely one among many. But the format of this supplement is specifically designed with certain concepts in mind. The large book size allows for the inclusion of extra, expanded material with the benefit of having everything bound into a single volume. Thus, it is possible to provide maps for the players to refer to, individual scenarios for the referee to administer, and pre-generated characters to make it easier to set up and play through the adventures.

More than expanded material, however, the supplement presents a basic thesis, which should provide value far beyond the several specific scenarios that are included. In a role-playing game like *Traveller*, spanning so many stars and individual worlds, it is sometimes possible to lose sight of the fact that a single planet can easily be the setting for more than one situation or adventure. No world is just an ice-world, or a swamp-world, or a forest-world; all are capable of great diversity (consider the variety of our own Earth!) and each can support many different scenarios and adventure situations. Faldor is no different.

Once the adventures included in the supplement have been run, there remains the basic material which describes Faldor, and which makes the world a three-dimensional, living place in the minds of the players and the referee. The possibilities for many more adventures remain, limited only by the imaginations of the people involved in the game.

Usability: *Faldor* requires a *Traveller* rules set in order to be played. There are several kinds, and any one will do.

The supplement is specifically designed as a companion to *Starter Traveller*, and is thus specifically oriented to the information, rules, concepts, and background presented in that rules set. It is consistent, however, with all *Traveller* rules sets, and can be used in conjunction with any of them - including the *Traveller Book*, *Basic Traveller*, or *Deluxe Traveller*.

Compatibility: *Faldor* is set in a region of space called the Spinward Marches, where many other *Traveller* adventures have also been located. Any *Traveller* materials, which deal with the Spinward Marches, are fully compatible with this module.

If the supplement is to be used with an existing *Traveller* campaign that is not set in the Spinward Marches, it is still possible to make use of it with only slight modification. The essential background merely requires that Faldor be a primitive world just beyond the borders of a large, star-spanning empire, and home to two successive lost colonies now degenerated to a technologically unsophisticated level. Other details can easily be converted as they occur.

Contents: This supplement includes the sections listed below.

Section I: Rules. Materials concerning the history, physical details, life forms, societies, and other matters of interest concerning Faldor are presented as basic information for the referee and the players to draw upon. The section includes all of the information that would be provided in an in-depth briefing on the world which merchant crewmen might receive before being assigned there. While usable as a player reference manual, it is normally held by the referee, and shown to the players only as its information is called for.

Section II: Adventures. This section presents basic scenario information for the referee with an emphasis on the potential situations to be dealt with, their consequences, and special rules to cover matters not described in the basic rules set. The players do generally not see these scenarios, although the front page of each contains material that should be read by or otherwise presented to the players as a scenario gets underway.

Section III: Appendices. This section contains the following three appendices listed below and are provided for easy referee and player reference.

Faldor World Map: The large map of the world surface of Faldor shows the world the characters are visiting, and indicates major locations and their importance. The map of Faldor is generally available to the players, as they require it.

Detail Maps: Two smaller maps are provided, expanding upon the basic map to cover details of specific areas of the world's surface. These maps become available in certain scenarios on Faldor, and are presented to the players in those circumstances.

Charts and Tables: Brings all the charts and tables referred to in the supplement together into one, easy to reference appendix.

Character Cards: In the interests of speeding up preparation, and in order to provide characters who fit in with the basic story line of the module, a set of twelve character cards are included. Each card describes one pre-generated character's attributes and characteristics. Referee's Instructions (in the first scenario) detail how the cards may be used.

BASIC FACTS

The following basic facts are assumed to be in force throughout this module.

The Imperium: The Third Imperium, established, over 1100 years ago, is a human-dominated interstellar empire over 700 parsecs across. The empire is a major stabilizing influence both within and along its borders, though sheer size makes communications slow, high-level government unwieldy, and any sort of coordination between the capital and the Imperial fringe nebulous at best.

The Spinward Marches: At the very edge of the Imperium lies a frontier sector only partially incorporated within the empire. Taking its name from its location on the extreme Spinward border of the Imperium, the Spinward Marches region has until very recently been the scene of a war between the empire and several adversaries, including the Zhodani Consulate and the Sword Worlds Confederation.

District 268: Just beyond the border of the Imperial portions of the Spinward Marches is a subsector containing 32 worlds. Enjoying a form of territorial status wherein the Imperium administers the region even though it is not formally a part of the empire, District 268 is composed primarily of undeveloped worlds and planets settled by humans from the Imperium, the Sword Worlds, and the Darrian Confederation.

Faldor: Faldor is a primitive world at the very edge of District 268. Settled in two waves many centuries ago, both colonies on Faldor fell victim to a dangerous plague. The survivors of each colony lost their technology and reverted to barbarism. When rediscovered yet again by spacefaring cultures, the world was placed in isolation to allow study of the civilizations built by the descendents of the original colonists. Only when several worthwhile local products were discovered, and pressure brought to bear by important trading concerns, was the planet opened (on a limited basis) to off-world contact.

Faldor remains most interesting because of the two primitive cultures, a lowland Iron Age society of city-dwellers and a somewhat less advanced nomad group in the high plains of the Uplands. Each has adapted to life on Faldor in a different fashion, and the two cultures are mutually hostile and in constant conflict for land and security. In addition to mercantile interests, the world attracts periodic scrutiny by Imperial scientific institutes and others interested in sociological development.

TIMEKEEPING

In all *Traveller* activities, there is a need to keep track of the passage of time.

Clocks: Timekeeping in the Imperium (and among the off-worlders on Faldor) is based on the standard day, composed of 24 standard hours. Clocks and watches count times using standard hours, minutes, and seconds.

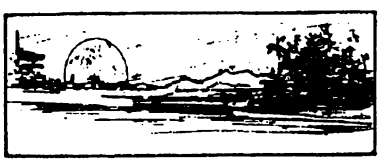
Local timekeeping methods of Faldor are crude at best, being based for the most part on sundials, or on the time it takes a burning candle to reach a certain point, or

sandglasses. These methods measure time roughly in local hours and minutes, or, at night, in "watches."

The Imperial Calendar: Because of the differences between day lengths and year lengths on various worlds, a standard calendar has been adopted by the Imperium. It is in common use on many human worlds even outside the Imperium. The starting point for the calendar is the year zero - the year in which the Imperium was founded. The current year is 1111 (one thousand, one hundred and eleven years after the Imperium began).

The Imperial year consists of 365 standard 24-hour days. Days within the year are numbered consecutively from 1. The first day of the current year is 001-1111; the last day of the year will be 365-1111. The calendar divides the year into 52 seven-day weeks beginning with day 2 (the first day of the year being a holiday not counted as part of any week).

The Local, or Faldorian, Calendars: The native cultures of Faldor each have their own methods of recording the passage of time, though they are not particularly accurate by Imperial standards.



Faldor revolves around its sun once every 3.18 standard years (1160-9012 standard days, or 27,861.628 standard hours). The local day is 31 hours, 15 minutes, 28 seconds (standard) in length; the Faldorian year is 891.35 local days long. The year is generally subdivided into six seasons, based on weather and climate, and is further regulated by the movements of Faldor's single satellite, Daroda, which circles Faldor once every three standard (or 2.3 local) days. There is some variation between the calendars of the various Faldorian cultures, and none, of course has any correspondence to the Imperial calendar.

REFEREE'S NOTES

This supplement is intended to be as complete as possible. It supplements the basic *Traveller* rules, and no other rules or published materials are needed to play the scenarios provided.

Other Necessary Material: In addition to the basic *Traveller* rules and this supplement, players and referee will require ordinary accessories such as paper, pens, pencils, dice, graph paper, and, perhaps, a calculator. Miniature figurines, cardboard counters, and similar play-aids may be used, but are not actually necessary for play.

Other Desirable Materials: The entire line of *Traveller* products elaborates and expands upon the universe of the future. Many of these products specifically deal with situations in the Spinward Marches. Especially useful items include:

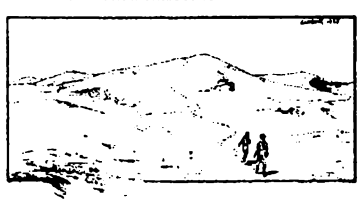
- *Supplement 3, The Spinward Marches:* Maps and details of the 16 subsectors (including District 268) which form the Marches.
- *Book 4, Mercenary:* Details about the mercenary soldier and his equipment.
- *Boxed Module 2, Beltstrike!* A boxed module, containing information on asteroid mining and on the asteroid belt at Bowman (adjacent to the Faldor system), plus adventures set in that asteroid belt.

When optional rules or other adventures are used in conjunction with this module, the details of the scenarios or of the overall background may be changed to reflect the equipment, new rules, or campaign situations discussed in those products.

Administering This Module: Ultimately it falls on the *Traveller* referee to ensure that an adventure is exciting and enjoyable for the players. To achieve these results, he or she must work with the players without actually making their decisions for them. Some tips below may help the referee accomplish this.

First, guide the players in the directions they should go, but don't force them. Rather than tell them they are to carry out a specific mission, allow them to discover that the mission exists, and may benefit them in some way; then they may set out to undertake it on their own.

Second, let the players follow their own instincts, even if they are wrong. When players think that a lightning-fast raid with guns blazing is the answer, they should be allowed to try it. But that doesn't mean they will succeed. The referee might let them see that there are guards present, and sensors that are sure to detect them; but if they still insist, let them proceed. They may encounter a force sufficient to stop them, arrest them, or even kill them. But failure may serve to bring them closer to their goal (if only years later, or by a round-about route), and even the death of characters will at least teach the players something about caution that can be implemented in later adventures with new characters.



Finally, be prepared to elaborate on the basic situations presented here. If the scenario makes no provision for an overland trek after the air/raft breaks down, it falls on the referee to administer the activity. This ability to deal with the unexpected is an attribute every good referee should cultivate.

What To Show the Players: Some of the information in this module must be treated as secret, or it will give away the details of the scenarios.

The Rules Section contains basic information about Faldor. It can be shown to the players whenever necessary to impart background or details. The player-characters will each

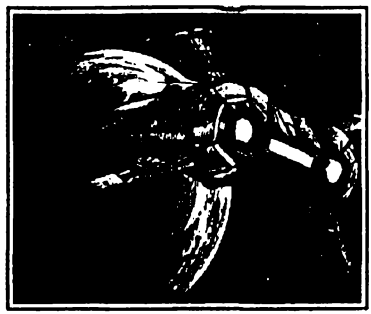
have been exposed to most of this information prior to their arrival at the world. In some instances, however, the referee may decide that the individual may have forgotten or overlooked some piece of information. If this is the case, it may be advisable to throw to see if the information is remembered. Throw 2d for the player-character's education (or less); if the throw is not made, then the data is unavailable. If it is successful, then the referee should remind the player of the data and point out the reference in this book.

The Adventures Section is generally restricted to the referee's eyes only. The front page of most sheets may be provided to the players when the situation first begins, but the remainder of each scenario is definitely off-limits to the players at all times.

The maps are located in the Appendices Section and are available for the most part as required for the players' information.

THE ADVENTURE BEGINS

Faldor lies ahead. It is a world of primitive peoples and of potential wealth. But it is also a world full of potential danger...



The Faldor System

The planet Faldor orbits its primary, Shugarad, along with four other planets, four satellites, and a planetoid belt.

SHUGARAD

The primary of the Faldor system is Shugarad, a spectral type FSV star of approximately 1.7 solar masses. It has a diameter of 2,353,000 kilometers and radiates at approximately 67000 Kelvin. It is yellow-white in color and roughly three and one-half times as bright as Sol.

Because Shugarad is brighter and hotter than Sol, the star's life zone (the band in which worlds of albedo and atmospheric density comparable to Earth may be expected to have temperatures that can support Terrestrial life forms) is further from the star than it is in the Solar System. In the Faldor system, the life zone is considered to range from 222.9 million to just over 362 million kilometers out from the star, with the optimal position at 279.75 million kilometers. At the optimal position, radiation, heat, and light would be essentially equal to that received by Terra, and a world with the same general physical characteristics would enjoy an average temperature of about 150C.

Shugarad is a younger star than Sol, with a long lifetime ahead of it. Its age is approximately 4.3 billion years, and it can be expected to remain on the main sequence for another 300 million years or so.

The star is very bright and intense, and can cause considerable discomfort to anyone who looks at or near it. Though it is much further away from Faldor than Sol is from Terra, it gives about the same amount of light though it appears only about half as large in the sky.

Inhabitants of the civilized communities of Faldor generally refer to Shugarad by a name that translates roughly as "the Daybringer."

THE PLANETARY SYSTEM

The planetary system orbiting Shugarad consists of five planets of significant size, four minor satellites, a planetoid belt, and the usual complement of asteroids, comets, and other natural space debris. None have any known value except for Faldor, the single habitable (and inhabited) world in the system.

The Titius-Bode Relation: The planetary system conforms vaguely to the Titius-Bode relation, with planets in predicted orbits 3, 5, 6, 7, and 8, and a planetoid belt close to predicted orbit 2. There is no explanation to satisfactorily cover the absence of worlds in orbits 1 and 4, and several of the planets differ slightly from the predicted orbital locations.

No planets have been discovered beyond orbit 8.

The Planets: The five planets in the system are all small, Earthlike bodies; there are no gas giants in the system at all. The worlds were named for the main characters in a great epic poem cycle of the early (pre-starflight) Vilani human culture; Faldor, however, (originally Kargurikad), was later renamed. Faldor is the name used by the locals for their world, and is believed to be derived from the Darrian tongue of the first lost colony of the world.

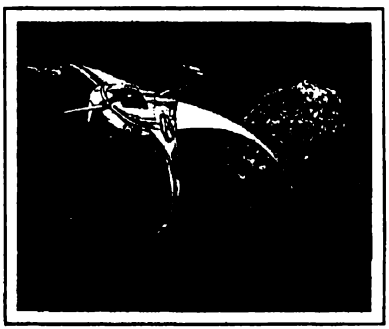
Ashakur: The innermost major body, Ashakur orbits the star at a distance of nearly 150 million kilometers with a period of 280.13 standard days. The world is 1800 kilometers in diameter, has no atmosphere or hydrosphere to speak of, and is uninhabited. Surveys have turned up nothing of interest to promote further exploration of the world. It has no satellites.

Faldor: The second planet of the system is Faldor. It orbits Shugarad with a period of 1160.9 days, at a distance of nearly 386 million kilometers. Though outside the "life zone," the planet's low albedo value and the greenhouse effect brought about by the world's dense atmosphere make the world a pleasant one for human habitation. The world has one satellite.

Ishak: Orbiting at a distance of 778 million kilometers, with a period of 2322 days, Ishak is a small, ice-capped world. It has a diameter of about 5000 kilometers, no atmosphere, but a significant covering of dirty ice. It is otherwise without interest, though the world's single satellite may have mineral resources worth exploiting.

Gummikan: At a distance of 1500 million kilometers, Gummikan orbits Shugarad with a period of 8858.6 days. It is 6320 kilometers in diameter, has not atmosphere or inhabitants, and does not have any satellites.

Urkaan: The outermost world of the system, Urkaan, orbits with a period of over 24,300 days at a distance of 2932 million kilometers. The planet has a methane-ammonia atmosphere and an average surface temperature of -1550C. A corporation engaged in cryogenic engineering research maintains a small research outpost of less than 25 people on the world. Urkaan has two satellites. Planetary diameter is 12,1000 kilometers.



Asteroids: Orbit 2 is taken up by a planetoid belt, made up of scattered chunks of nickel-iron averaging less than 100 kilometers in diameter. The belt is rarely visited, for it offers little in comparison with the impressive Bowman belt a parsec away.

TRAVEL TIMES

The Travel Times Table (see appendix B: Charts and Tables) indicates the required times for a ship travelling at 1-G or 2-G acceleration to move from any planet to any other planet within the Faldor system. Times are given in hours, and the tables show the time required when the distance between worlds is at its minimum and at its maximum. Travel times for higher accelerations can be computed using the travel formulae given in the basic *Traveller* rules.

World Data

The basic physical details of the planet Faldor provide in themselves many basic situations and events which might be of importance to individuals on the world. Such events include the effects of seasons, weather and climate, and the problems associated with the actual geography of Faldor.

The Imperium has conducted two surveys of its territory, and has made the information readily available. The surveys occurred 790 years apart, but, surprisingly, conditions on Faldor changed little throughout that time, as the summaries at the bottom of the page show.

The First Survey found Faldor to be an interesting world, but recommended against colonization due to various problems, particularly those of disease and the difficulties of dealing with two potentially hostile cultures already present on the world.

Faldor is 9378 kilometers in diameter and has a dense atmosphere. Gas mix data shows the atmosphere to be breathable, but an airborne virus has proved highly dangerous and makes the use of filter masks or other counter measures necessary. Water covers 34% of the planetary surface in three small, landlocked seas.

The First Survey noted the presence of a primitive culture, evidently a lost colony of some human group. Signs of a nomadic people in the upland plains were also turned up. First survey reports indicated the lowlanders to number perhaps 600,000 all told, and the civilization was divided into a number of small city-states scattered along the coast of the largest of the three seas. Government, laws, and society differed somewhat between these balkanized city-states. Little data could be assembled on the nomadic culture of the Uplands. The technological level of both groups was abysmally primitive, with an early Iron Age culture among the more sophisticated lowlanders, and a somewhat less advanced, but still metalworking technology among the nomads. Scientists attached to the survey team put forward a strong recommendation in favor of keeping the world in isolation to permit long-term studies of the cultural development of the colony, so the world was interdicted by an IISS Directive in 450.

First Survey (450)
Faldor/Spinward Marches Subsector M 0301 X 593575-1
Nonindustrial RG

Second Survey (1042)
Faldor/Spinward Marches District 268 0301 E 5936A7-2
Nonindustrial G

Few changes were turned up by the second survey, but these changes were significant. The population of the lowlanders had expanded, to a total of 4.9 million; numbers for the nomads were still impossible to obtain, but a figure of around 2 million seemed likely. The lowlanders were now united in an empire that embraced most of the cities, ruled by an Emperor backed by personal military prowess and the forced acquiescence of a council representing the individual city-states. Technology was much more advanced as well, with gunpowder weapons of a primitive sort now available to the lowlanders.

Most importantly, though, the Second Survey turned up samples of an agricultural product produced among the lowland farms, a seasoning known as vinspice. Vinspice had the potential of becoming a major trade item, and certain powerful commercial interests gained access to the reports. They successfully lobbied to have the original Interdiction Directive revoked so that traders could deal on Faldor, and the Second Survey duly published Faldor as being free of interdiction.

PHYSICAL CHARACTERISTICS

Though Faldor is situated outside the technical "life zone" of Shugarad, its temperature and environment support life as a result of a strong, greenhouse effect and a very low albedo, which causes the planet to retain more heat than a world like Terra would under equivalent conditions of orbital placement and stellar luminosity. The average temperature of the world's 40° latitude bands (the arbitrary "average surface temperature" bands generally used as a common basis by all Imperial scientists) is 20°C. Base temperatures range from 25° at the equator to -27° at the poles, with further variations imposed by seasonal considerations, terrain, altitude, and other local variations.

Axial Tilt: Faldor is inclined upon its axis at an angle of just over 17° (the axial tilt of Terra by way of comparison, is 23.5°). This inclination means that the seasonal variations of temperature and climate on Faldor are somewhat less extreme than on Earth, and the days are closer to being evenly divided between day and night over most of the world.

The Arctic and Antarctic Circles: Faldor's arctic and antarctic circles are located at 73° north and 73° south latitude respectively; these are the latitudes at which the winter sun never rises, and the summer sun never sets. Below the two circles, day and night alternate normally. Temperatures within the arctic and antarctic regions rarely rise above -10°C, while average temperatures in the area between the two bands range from -10° to 25°C, on the average.

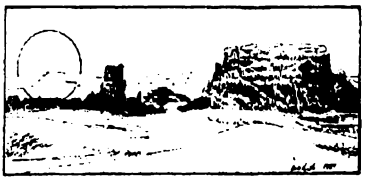
Atmosphere: The atmosphere on Faldor is a dense envelope (sea-level pressure 2.2 atmospheres) comprised of various gases. Nitrogen is the major constituent, comprising 79%; oxygen makes up another 17%. The remaining 4% of the atmosphere is composed of trace amounts of argon, neon, krypton, carbon dioxide, helium, hydrogen, xenon, methane, and water vapor.

The pressure gradient of Faldor is shallower than that of Terra; atmospheric pressure lessens at a lower rate than on worlds with a higher gravity or a thinner atmosphere, and the air can be breathed at altitudes of up to 19,000 meters without artificial assistance.

The atmosphere of Faldor is considered "tainted," thanks to the periodic appearance of a virulent disease caused by an airborne virus that has shown a great affinity for the human respiratory system. Short-term visitors to Faldor must wear filter masks to screen this dangerous disease, while prolonged visits require frequent injections with a medication that counteracts (but only temporarily) infection. The inhabitants of the world have developed a natural resistance to the disease, though there is still a high infant mortality rate during the planetary spring, when the disease generally makes an appearance.

Scientists still do not fully understand the nature of this disease, but it is generally believed that the virus goes through a cycle of dormancy in which viral material is incorporated in local vegetation. When the plants release pollen, the virus shifts to its active, dangerous phase, lodging in animal tissues to reproduce. The virus returns to its dormant phase and is absorbed back into plant hosts through animal wastes or when the animal host dies and nourished plant life, to repeat the cycle in another year. Details of this cycle, however, remain uncertain.

Seas and Water: Water covers 34% of the surface area - about 58,682,600 square kilometers - of Faldor. There are three major bodies of water, the Great Sea, the Sea of Storms, and the Great Southern Ocean, plus two smaller seas (or large lakes), the Lost Sea and the Norvaiser. In addition, of course, there are a variety of smaller lakes, rivers, and other bodies of water too small to figure prominently on a world map. The high surface pressure of Faldor results in a greater percentage of dissolved oxygen in the waters of the various seas. Life is found in great abundance in the planetary oceans, and tends to be more active and efficient than is true of Earth's sea life. Only a small percentage of Faldor's seas lie in the world's antarctic region; aside from a comparatively small shelf of permanent ice, most of the Polar Regions is snow-covered or glaciated land masses, rather than frozen seas. The seas are relatively shallow, a fact that tends to influence weather patterns through lessening the buildup of storm systems.

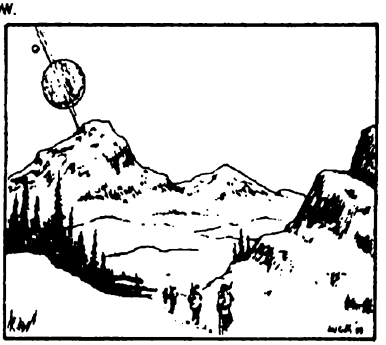


Land: The land area of Faldor takes in a wide variety of terrain types; there are rugged mountain ranges, broad plateaus, fertile plains regions, rugged badlands, arid, sun-baked deserts, and tangled wilderland forests. The highest surveyed point is Mount Lukagil in the Skyreach Mountains, at 19,560 meters; many other mountains in the Skyreach range approach this elevation themselves. The lowest point, at 68 meters below sea level, is located in the Junglend Wastes, a dry seabed that has since become the largest desert area on Faldor.

There is only one continent on Faldor; the seas are all landlocked. A few minor islands and island chains do exist, especially in the Sea of Storms, but they are of little interest.

LAND FEATURES ON FALDOR

The continental landmass of Faldor is filled with many diverse terrain features, ranging from mountains to cultivated farmlands. Some of the most notable features are described below.



The Skyreach Mountains: Four tectonic plates underlie the surface of Tarsus, and their junctures tend to delineate the locations of oceans and mountain ranges. Two of these plates have been drifting gradually together for several hundred million years, causing the creation of the Skyreach Range.

The mountains of this range have heights averaging around 18,000 meters; the highest is just over 19,500 meters in height. Because of the shallow pressure gradient on Faldor, these mountains can be easily scaled without breathing apparatus.

There are several active volcanoes in the Skyreach range. Secluded mountain valleys, watered by the runoff from melting snow, are also common, and are often settled for brief intervals by the uplands nomads when they can support their herds.

The Upland Plateaus: A number of highly elevated but relatively level plateaus are present on Faldor. These plateaus, or "Uplands" (as the locals refer to them), are somewhat drier and less fertile than the lowland plains. Nonetheless they still support a variety of steppe grasses and other vegetation, and have a flourishing and balanced ecology all their own. The upland plateaus are the usual home of the nomadic steppe-dwellers of Faldor, who are locked into their wandering way of life by the need to constantly seek new forage grounds for their herds and new lands in which to hunt game. The uplands cannot support constant habitation in any one spot, or not at least without agricultural techniques superior to those of the planetary population.

The Junglend Wastes: The broad, arid Junglend Waste region takes up a large portion of one hemisphere of Faldor. Formerly a shallow sea, changes in geography and climate have turned it into an arid desert. It is not devoid of life - flourishing desert ecologies are present in the Wastes - but it remains a hostile and desolate region.

The only remnant of the vanished Junglend Waste Ocean is the so-called "Lost Sea," a relatively small body of water amid a wide expanse of water-eroded badlands. It is an extremely salty body of water, and stories of it (presumably tales of far-faring explorers, or distorted records from before the loss of technology on Faldor) form a major part of the lowland culture's folklore. The Lost Sea and the Junglend Wastes are prominent in lowland myth and legend as a home of gods and demons.

The Lowlands: Lowland regions are largely steppes or rolling plains, with a few thick and tangled rainforest and wilderland areas thrown in here and there. Most interesting of the Lowland regions is that which embraces the western shores of the Great Sea, where the bulk of human habitation is found. Areas more than 1,000 kilometers from any of the large cities on the map are generally uninhabited by lowland cultures, and rarely visited by upland nomads either.

The Cliff Wall: A characteristic feature marking the edge of the upland plateaus, cliff walls are steep or sheer slopes dropping 100-250 meters from the plateau to lower terrain below. Most of this terrain is almost impossible to cross without mountaineering gear and certainly forms a formidable boundary to nomads or lowland military forces. Still, most stretches of cliff wall have a few places where the slope is shallow enough to provide access; these become the focal points for movement between the lowlands and the plateaus.

CLIMATE AND WEATHER

The climate of Faldor is not particularly unusual, being influenced by most of the usual factors. Faldor's seasonal climate variations tend to be less dramatic than is true of some worlds with greater axial tilts, but, on the other hand, Shugarad is an active star, and this makes for somewhat more violent weather.

Temperature and weather tables are provided to allow the referee to determine local weather conditions at any time and for any place on the surface of Faldor. The required information for their use is the local latitude, the time of year, and the terrain type within the particular hex for which weather is to be determined.

Latitude: Latitude is a position between the pole and the equator of a world, and is expressed in degrees. North latitude is the number of degrees north of the equator, south

latitude the number south. Thus, Mount Lugakil is at about 40° south latitude on the map.

Time of Year: Faldor has six seasons, each season being about 190 days (or something over six Terrestrial months) in length. The seasons are Spring, High Summer, Late Summer, Fall, Freeze, and Thaw. Lowlanders begin their year at Midsummer's Day, between High Summer and Late Summer. Each season is roughly 140 local days long.

When characters first arrive on Faldor, determine the Season by rolling 1d, with 1 being Spring and 6 being Thaw. The local day of the season may be established by rolling 1d x 6 to determine increments of 24 days (a 3, for instance, would indicate a date between the 49th and 72nd day of the season). Another roll of 1d can cut it to four-day blocks; the referee should then choose the exact day as desired. Time flows normally once the starting date is determined, and the referee may implement seasonal weather effects as given on the table.

Local Terrain: The type of terrain in a hex may be determined by inspection of the Faldor map.

Determining Temperature: A set of charts gives the basics of temperature determination for Faldor. The temperature table shows the base temperature for specified degrees of latitude. Cross-index the latitude with the current season to determine the base temperature for that latitude during that time of year.

The terrain effects table shows modifications to the base temperature based on local terrain. Any applicable terrain may be applied in the modification process.

Mountainous regions are a special feature; the "lapse rate" of temperatures with increasing altitude should come into play in mountain terrain. The referee should determine the current altitude and apply a -5° temperature charge for every kilometer of altitude.

As an example of the temperature derivation process, suppose the adventurers have ventured into the port city of Norfjart. The referee has already determined that this is High Summer, and, checking the hex position notes that the local latitude is about 40° north. This gives the basic temperature (from the chart) as being somewhere between 26° and 30°C, or an average 28°C. Because the hex is partially water, a -4° modification is applied, bringing the temperature to 24°. If this were instead a mountainous region, altitude effects could also be taken into account. Temperature would be recalculated with the changing of the season.

Daily Variations: Local temperature varies with day and night as well as with other weather effects. In most latitudes, the temperature drops 6° at night from the basic (daytime) temperature given here. However, this 6° drop is modified further near water; the modifier given for coastal or ocean hexes is subtracted from the -6 modifier, to show the retention of heat by large bodies of water at night. This means that a coastal hex in High Summer drops 2°, rather than 6°, in nighttime temperature.

Beyond the arctic and antarctic circles, where day and night remain constant for long periods of time, temperatures will also remain fairly constant.

Temperature Effects: Temperatures are given in degrees Celsius, where 0 is the freezing point of water, and 100 the boiling point. The temperature effects chart shows some other typical effects that may be of interest to adventurers.

Weather: The weather table (found in the Charts and Tables appendix) regulates the occurrence of weather on Faldor. See the chapter entitled *Further Adventures*, for details on weather and its effects.

SETTLED REGIONS OF FALDOR

There are five general regions of settlement on Faldor: the Empire of Jarshalt, the Haldskeep Coasts, the Vestmark, the Caravan Route, and the Demon Plateau. The first four regions are dominated by the lowland culture, the last by the nomads of the Uplands.

The Empire is a political entity that embraces the city-states on the northwest coast of the Great Sea. The lowland culture has been established there for about a thousand years. It takes its name from Jarlshalt, the strongest (and dominant) city-state, which has imposed its rule over the other cities of the region.

The total population of the empire is roughly 3,320,000, of which 103,000 are concentrated within Jarlshalt proper.

The Haldskeep Coasts are a string of colonies, the largest being Haldskeep itself, belonging to the Empire. The communities of the coast were originally established for the purpose of exploiting the tin and copper mines of the coastal hills, but have now expanded into fully viable settlements of their own.

The population of the Coast is 550,000, of whom 78,000 dwell within Haldskeep itself.

The Vestmark was colonized many centuries ago by expatriates from the city-states region, who founded a new collection of small city-states upon the shores of the Sea of Storms. They obtain both gold and diamonds in the mountains, and export them via caravan to the Empire. The Vestmark has a population of 925,000, including 102,000 at Vesthold, and 84,000 at Lortspaert.

The Caravan Route is a wilderness path by which trade between the Empire and the Vestmark is carried out. There are a few settlements and towns strung along the route,

and one city, Vassersbenk, roughly halfway between the two trade centers. The entire population of the Caravan Route is no more than 100,000, the bulk of whom are located in Vassersbenk or its immediate environs. A few other small lowland communities lie outside the areas discussed, but between them have no more than 10,000 inhabitants.

The Demon Plateau is the name given to the upland region bordering on the Empire. This region is home to a fairly large population of nomads, a completely separate race ethnically and culturally from the lowland peoples.

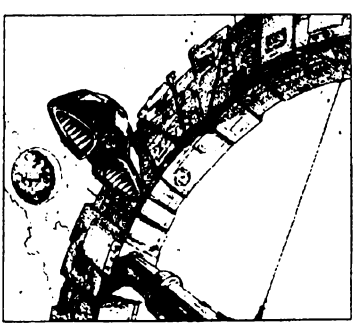
No one is certain how many nomads there are, but it is believed that there could be upwards of 2 million scattered through the Demon Plateau and the valleys of the Skyreach Mountains. They have no fixed cities, preferring to migrate as the land can support them.

SATELLITES OF FALDOR

Faldor has one natural and two artificial satellites.

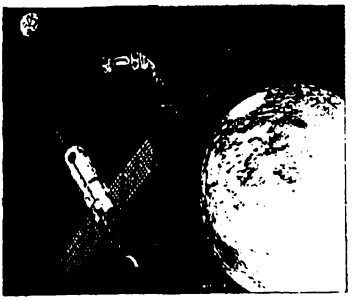
Diloran: Diloran is the single natural satellite of Faldor. It has a diameter of 1810 kilometers, and orbits the planet at a distance of 56,270 kilometers (approximately .19 light-seconds or about 6 planetary radii). It is tidally locked to its parent, and completes one revolution every 3 standard days (2.3 local days, or 72 hours). The path of the orbit is such as to bring about frequent solar eclipses. These eclipses have had a powerful influence over native religions and social conventions.

Diloran is an airless worldlet, with little in the way of worthwhile mineral deposits or other features of interest. Surface gravity is .12G. No settlements have been established on Diloran.



Orbital Dock Alpha: The first (and so far only) of a series of four planned facilities for warehousing, storage of repair parts and fuel, and other starport functions, Orbital Dock Alpha is in a synchronous orbit above Jarlshalt. The satellite is still incomplete; it does not yet include quarters, starport administration and transients' facilities, or permanent shuttlecraft. Completion of the dock, scheduled for 1116, will raise the starport quality from E to D.

The orbital dock is now unmanned, and is usually used to temporarily store material being shipped to or from Faldor's surface.



Faldor's orbital stations are being financed by the Imperial megacorporation Sharuyshid, which as a large interest in opening trade with Faldor on a solid basis.

The IISS Survey Satellite: With an orbital distance of 200 kilometers, the IISS Survey Satellite is posted in a circumpolar orbit around Faldor. Placed during the Second Survey, the satellite includes a broad spectrum of photographic equipment, sensors, mapping computers, and other such gear. Unmanned, the satellite is visited twice each standard year by Scout vessels, which pick up fresh data, conduct minor maintenance, and otherwise keep the station operating.

VISIBLE DISKS

Distance and diameter determine the relative apparent size of any world in the sky. In Terra's sky, both Sol and Luna appear to be about 0.50° in size. For the Faldor system, the visible disk table shows the relative sizes of the various bodies as seen from Faldor and Diloran.

Life Forms of Faldor

Despite the youth of the Shugarad star system, life has evolved to sophisticated levels on Faldor. It is generally theorized that the higher output of radiation considerably accelerated the development of organic compounds on the planet originally, and has been responsible for a continued higher mutation rate. Thus, life has developed more quickly on Faldor than on many worlds with older, less energetic stars.

The life forms native to Faldor share the basic characteristics found in life on all Terrestrial-type worlds. Faldor has a complete and balanced ecology, well adapted to the variety of ecological niches found on the world.

EVOLUTION

As was noted, life developed quickly on Faldor, as seems to be the case upon most worlds of class F stars. Few paleobiological studies have been carried out on the world, as a result of its position and the long-standing Imperial interdiction. Scientific survey teams under IISS auspices have only begun to systematically study the life forms, past and present, of Faldor. Each survey expedition brings new evidence of Faldor's evolutionary history and ecological background to light.

Fossils of early life forms have been uncovered in the badlands around the Lost Sea and in the Skyreach mountain range. Some fairly sophisticated unicellular forms are the earliest discovered forms; these have been dated tentatively to about 2 billion years in age, and may represent about a billion years of evolution (though this is highly tentative, and does not entirely jibe with accepted geological findings from Faldor). Nonetheless, it is currently estimated that life began on Faldor some 3 billion years ago.

Other fossil finds confirm that life on Faldor followed the standard evolutionary route of development in the planetary oceans (once much more extensive than they are now), spreading to the land comparatively recently (in evolutionary terms).

The larger animal forms on Faldor descended from swimming, chordate-like ocean-dwellers; they are similar in may outward respects to Terrestrial life forms. Other types of animal life are descended from forms analogous to insects, annelids, and mollusks. There are also many forms, which are unique to Faldor, without close similarities to any Terrestrial life. Despite the existence of animal and plant life similar to those of Earth or Vland, the biology and biochemistry of Faldor is unique, since it results from the process of independent evolution on the planet. No matter how much a Faldorian quadruped may resemble a Terrestrial mammal or reptile in outward appearance, its dissimilarities outweigh these minor likenesses.

Still, basic chemical building blocks in Faldor's life forms are essentially identical to those on other Terrestrial-type planets throughout explored space. The proteins making up the Faldorian life forms contain amino acids capable of supporting humans and other off-world life, in addition to other amino acids found nowhere else. This allows humans to survive on Faldor without benefit of dietary supplements of any kind, and permits offworld types of plant and animal life to flourish on the world.

A few forms of imported life have been identified on Faldor, brought to the world with the two waves of colonization that brought humans to the planet. Some of these imported genera are of Terrestrial origin - plants such as wheat, rice, barley, common grasses, and various trees, plus animal forms such as cattle, horses, and chickens. There are also forms indigenous to Darrian (including the massive bullophant) and Gram (such as the devilope). Most animals, especially those of Terrestrial origin, are as subject to local viral infection as are humans, and are few in numbers. A true Terrestrial-descended horse is worth a year's wages among the lowland populations, or 200 dirankors (a local herd animal) among nomad tribesmen. Still, offworld life forms are frequently found intermingled with native forms, especially in areas close to human settlements.

DESCRIPTIONS

Life on Faldor is abundant and highly varied, and offworld biologists have only begun to classify and catalog it. A complete description, even just of known forms, would fill many volumes, so only a few of the most interesting life forms found on Faldor (including one or two of offworld origin) are described here, in greatly abbreviated form.

Thawflower (Xenocalluna frigidamicus): A sturdy plant similar to Terrestrial heather in overall form. Thawflowers grow in the lowlands of Faldor, and can be found in a variety of lowland terrain types. They are tough and hardy; they derive their name from the fact that they flourish in lower temperatures than many other plant forms, and begin to make their appearance during the Thaw season, before most other plants. Blooming begins in the late Thaw or early Spring. Flowers are a

beautiful dark blue or violet in color, and have prompted glowing descriptions from offworlders seeing them for the first time. Natives, however, believe them to be omens of bad luck. When the plants are refereed to at all (which is rare), they are known locally as "Deathbringers," and the appearance of blooming thawflowers is supposed to herald death or disaster.

Vinspice Bush (Rarifrutex condimentum faldori): A rather delicate growth, vinspice bushes grow primarily in very warm climates, and require temperatures in excess of 20°C to flourish. Originally an equatorial plant, traders from the city states brought back specimens to Jarishalt, and the bushes have been raised in High Summer or in greenhouse environments ever since. The fruit of the vinspice bush is used to produce vinspice, a season popular in Jarishalt and now considered to be of major economic interest to various Imperial trading firms. Vinspice contains quantities of an alcoholic juice that has been found to lend a pleasing flavor to numerous meats and other dishes. Unfortunately, the difficulties of growing vinspice have kept it rare and expensive in Jarishalt, and it is hence difficult for offworlders to obtain in any great quantity as well.

Tranceweed (no scientific name): A plant found in the uplands and high mountain valleys of Faldor, tranceweed is known only by name to Imperial researchers. (It is a translation of the nomad name). Tranceweed would appear to be some form of mild narcotic with a religious significance to the nomad culture; it is prepared and chewed by "Callers" in connection with some as yet obscure part of nomad hunting ceremonies. Many magical or supernatural properties are ascribed to tranceweed, but no one is sure how much of the largely contradictory reports are based on fact, and how much are pure superstition.

Devilope(Dorcasebxcrus cornudens): The devilope is one of several offworld species introduced to Faldor; it is actually native to Gram in the Sword Worlds. A domesticated, herbivorous herd animal, the devilope was taken to most Sword World colonies at one time or another, and it is evident that the animal fared better than the various Terrestrial animals imported at the same time, for devilope herds have flourished where horses and cattle have a tenuous hold, at best.

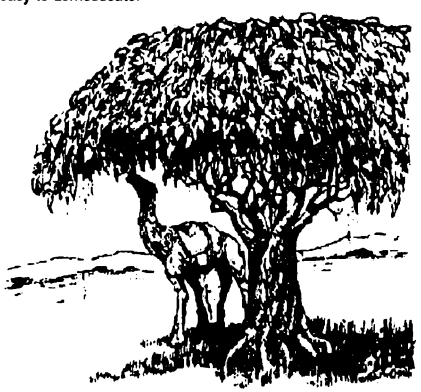
Devilopes mass 200 kilograms, and stand 1.5 meters at the shoulders. They have six legs; both sexes sport short, razor-sharp horns on their heads, and a wickedly barbed tail. Their feet are heavily padded and have no claws or other weaponry. The animals are a dull reddish-brown in color (the better to blend in to the bloodforest foliage of Gram), and are lightly scaled.

Many of the colony devilopes escaped into the wild when the Sworld Worlder settlement failed; there are now large herds of wild devilopes to be found, particularly in the lowland plains near Caravan Route country.

Bullophant (Coacervaricorniculum gravum): Like devilopes, the Bullophant is an animal introduced from off-planet; they are actually native to Mire/Darrian. These massive quadrupeds make excellent beasts of burden, and are so used by the lowland culture and several of the nomad tribes of the uplands. The animal hasn't fared as successfully on Faldor as the devilope, and is comparatively rare; most wild bullophants survive in lightly forested upland regions. Those found in the lowlands are usually obtained by military raids or, less frequently, through trade with those nomads who are willing to deal with lowlanders instead of killing them on sight.

Massing 1000 kilograms, bullophants are slow moving, plodding along on short, thick legs. They stand 2 meters at the shoulder. An omnivorous species, bullophants are notable for their habit of gathering food and storing it in caches, which they defend vigorously against all intruders. The twin tentacular appendages located just behind the animals' eyes serve very well to gather food, to erect the characteristic stone heap that marks and protects a cache, and as highly effective flails for purposes of combat. Bullophants are very intelligent and long-lived animals, and are very responsive to training.

Dirankor (Pascerus rapidus): The dirankor is a native herbivore/grazer found in open plain country in both the uplands and the lowlands of Faldor. They are a major source of food for the lowland cultures, and are the foundation of the entire tribal economy of the nomad societies. Their meat is used for food, their bones turned into tools, their skins cured and used in clothing, armor, and the domed nomad tents. Dirankors are small and fast moving, but have proven to be easy to domesticate.



They mass roughly 50 kilograms each, and, like most of the higher animal forms, are viviparous and bisexual. They are not, however, mammals; the young can digest grasses and other foodstuffs from birth; they usually rely on speed for defense, and can outpace most predators easily.

Nomads are said to be masters at the art of dirankor herding; the lowlanders regard their skill in handling these (and other) animals as being supernatural, and ascribe it to sorcery.

Clarabhar (Moropiformes squamosus): A large, tough, scale-armored beast of burden native to Faldor, the clarabhar is the usual riding animal of the nomad tribesmen (though a few own highly prized horses). Fiery and independent, these steeds are temperamental, almost impossible to train; at least the lowlanders find them so. Upland nomads handle them easily, further reinforcing legends of their superiority with animal handling among the lowlanders.

The riding animals mass 800 kilograms, but are long and low-slung. All four feet are equipped with sharp claws, and the animals are known to bring them to bear both by rearing up and slashing with the forelegs, or kicking backward with the rear limbs.

Tradjor (Lupovenatis altifera): The tradjor is a carnivore/chaser found primarily in the uplands. Fast and vicious, they hunt in packs. Tradjors are famed for their ability to track prey over long periods of time; they are as tenacious as they are speedy.

Massing 100 kilograms, tradjor are armed with both claws and teeth. It is believed that nomads sometimes manage to domesticate them, and then use them as hunting dogs. They are generally seen in packs of up to six, but lone animals have been known to attack on their own.

Cohrvadon (Statlaltilabis colormutaris): These animals are commonly known to Lowlanders as "Watchers." They are flying omnivore/gatherers, massing 3 kg; they have an airfoil shape that permits them to glide for long distances, though they are poor at actual "powered flight." Cohrvadon have the disconcerting habit of gliding in circles around a given area for long periods of time; hence the name. The lowlanders regard cohrvadon as creatures of ill omen, and have an unshakable belief that the animals are somehow capable of reporting what they see to the nomads.

Watchers are known to have chameleon abilities; they are capable of dramatic changes in color in response to external stimuli. This is not only protective coloration, though they can take on colors to match trees, rocks, and even the sky. But color changes can occur for no apparent reason, and it is not uncommon to see circling cohrvadon overhead make numerous changes in color as they glide.

A Note on Naming: Most of the native animals named above go under several names; the primary one listed is that of the nomad tribesmen. Many of the names they have applied have been picked up by lowland cultures, at least among their scholars (who believe the nomads to be native to Faldor, and hence tend to accept their names for things). However, lowlanders generally also have a "popular" name for most animals (a few of which have been translated in this text). Imperial researchers frequently apply Galanglic names (sometimes not), and offworld scholars also apply scientific names.

World History

It is believed that Terrestrial explorers passing through District 268 may have visited Faldor around -1515., References to a world, described as "idyllic" and "a pastoral paradise," have been found in certain ancient archives on Darrian; it is fairly certain that the world referred to was Faldor. The Terrans would seem to have touched down briefly to refuel before moving on. This group of pioneers later went on to discover the tech level 3 culture of the Darrians, about 6 parsecs to coreward, arriving on Darrian In –1511. The explorers chose to stay on Darrian, and began a Cultural Revolution among this isolated offshoot of the human race.

THE DARRIAN COLONY

With the arrival of the Terrans, Darrian culture underwent a period of explosive growth. By -1137, the Darrians had jump drives of their own, and were beginning to explore the Spinward Marches in their own right. Expansion to neighboring worlds was a natural course of action, and colonies were established on several planets near Darrian. Their ships ranged even further, searching for worthwhile resources and novelties of all kinds0.

It is evident that Darrian colonization efforts reached as far as Faldor, one of the best worlds for human settlement in the region to rimward of the Darrian homeworld. Evidently a fairly significant colony, including various forms of transplanted animal life, was established, probably around -930. The colony was not, it seems, fully self-sufficient, and disaster struck not once, but twice, to doom the colonists to great misfortune.

The first disaster was the plague; judging from later findings, the disease that is unleashed early each Spring would have had a special danger for the new settlers, and a mortality rate of 90% would not be beyond the bounds of likelihood. Luckily for the colonists, those who survived one case of the plague generally could expect to develop a fairly complete immunity. It was equally fortunate that the resistance factors proved to be transmitted genetically, so that descendents of the survivors were themselves more likely to survive the onslaught of the disease.

However, 90% of the population, including the vast majority of the technical specialists, scientists, and other key personnel on Faldor, had died. The only hope for the colony was for aid to come from the mother world, but the second disaster made this impossible. In -924, a catastrophic stellar flare wiped out virtually all of the Darrian civilization. None of the colonies had the capacity to build or even maintain the few starships not caught in the flare, and so the colonies slipped into isolation, struggling by on their own for 650 years until someone finally re-invented the jump drive and re-opened interstellar communications and trade in -271.

The crippled colony on Faldor was perhaps the hardest hit of all Darrian colonies, and in a relatively short time all trace of their original culture and technology had been lost in the struggle to survive. The original colonists seem to have determined that the upland plains were less subject to the plague than the lowland regions, and so migrated. They virtually vanish from our ken at this point, but are clearly the ancestors of the upland nomads. Records of the pre-catastrophe period were generally lost or distorted by the effects of the crisis on Darrian, and it is fairly certain that references to the colony on Faldor were not handed down to the second Darrian Confederation that emerged after -271. Thus, no attempt was made to ascertain the fate of Faldor and its people, and the new Darrian culture, due to a variety of considerations, did not fare into District 268, and so never rediscovered the world.

THE SWORD WORLDS PERIOD

During the Darrian hiatus, conditions in the Spinward Marches had changed. In -399, a band of Solomani exiles settled the world of Gram, seven parsecs from Darrian (and only nine away from Faldor). By -271, when the Darrians re-entered interstellar space, several other worlds around Gram had been colonized, and the Sword Worlds (as the group of systems became known) was off to a good start. The Darrians and the Sword Worlders developed together in relative peace and harmony for nearly three centuries.

In -140, survey work being performed by the Sword Worlds navy turned up Faldor, which was only briefly surveyed

due to the press of other duties. The report to the capital stressed the suitability of the world for colonization, but failed to report any sign of inhabitants; presumably the nomads were simply not noticed.

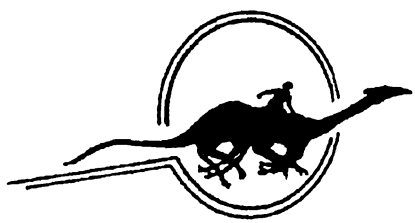
At any rate, a small agricultural colony was established in -125. This colony, however, was actually a settlement of political exiles and malcontents, shipped off rather unceremoniously to a nice, safely distant world to sink or swim on their own. Help from the government, beyond the original stocks of livestock, seeds, and some equipment, was never a part of the deal. And, of course, it didn't take long for the second colony on Faldor to follow the path taken by their Darrian predecessors. The plague crippled them, and the survivors and their descendents decivilized rapidly. Once again, an unfortunate coincidence eliminated all hope of intervention from the mother world, for, in -104, the Tyrfing Incident signaled rebellion, war, and political chaos. In the civil war era that followed, many records relating to some of the less popular decisions of the government -- including records of the exile colony on Faldor - were destroyed for propaganda purposes, and so again Faldor and its unfortunate colonists were lost to their cousins and forced to fend for themselves.

The survivors of the second colony were a hardier and more determined breed, on the whole, than the Darrians. They did not leave the grounds staked out as the location of the original colony; they stayed put in the lowlands and set out to rebuild a civilization. But much of their knowledge was lost, and within a hundred years the machinery no longer worked. An inevitable slip into barbarism began. According to oral traditions and other fragmentary records, the lost colony struggled for many decades. Not only against the environment, but also the continued problems of the plague, and the presence of the nomads (which was eventually revealed in a series of regrettable incidents that led to a mutual and deep-seated hostility between the two groups). The city of Jarlshalt was reputedly built in (roughly) the year 15, and other cities followed. The emerging lowland culture was proud, fiercely independent, and prone to internal strife (much like the Sword Worlds who cast the original colonists out); it became the pattern for colony cities to be built, and then rebel and declare their independence. No unity was ever achieved for any prolonged period of time, and wars – between rival cities, between factions within cities or of rural populations against urban dominance, and always between uplanders and lowlanders - were the rule rather than the exception. The difficulties inherent in survival under these conditions made cultural stagnation almost inevitable.

Naturally, our knowledge of this period of history is quite sketchy at best, relying heavily on legends, traditions, and outright guesswork. Unfortunately for the historian, superstition, folklore, and mythology have become heavily ingrained in lowland culture (the only groups' offworlders have been able to approach). For example, the lowlanders believe that the uplanders are evil demons who dominate the world through sorcery. They believe themselves to be the descendents of warriors exiled to these lands as a punishment for the sins of their ancestors, and will win salvation and an earthly paradise if they can vanquish the demons of Faldor's plateaus There has been a large-scale rejection of science and logic, in favor of religious and supernatural explanations for almost everything, which makes the process of learning the history of Faldor even harder due to the incessant distortions and disagreements in local sources.

THE COMING OF THE IMPERIUM

The Imperium was established in the year zero to revive the lost glories of previous imperial states from past centuries, and quickly set about arranging exploration, colonization, and unification of human-settled space. Although the Imperial capital lay 120 parsecs from the Spinward Marches, at least one system near the edge of the March had been colonized by the year 60. The Sword Worlds were contacted by the year 73, though it took longer to open contact with the Darrians. (They were formally approached by Imperial scouts in 143.) By the year 400, Imperial colonization had extended the frontier to touch that of the Sword Worlds.



From about 300 to 420, the Imperial Interstellar Scout Service conducted the First Survey, a comprehensive astrographic and demographic mapping of the worlds of the Imperium. In the century of compilation, worlds throughout the Imperial domain were examined for physical information, resource and trade data, and sociological and cultural exposition. Moreover, the Imperial borders did not limit it; the survey ranged outside the area actually controlled by the Third Imperium. Appendices to the survey report cataloged worlds of interest beyond the frontier.

Faldor was visited briefly by an Imperial Scout ship surveying the region in 351. The 10-man crew spent six weeks conducting the survey. They had arrived during the early Spring, and so discovered what previous expeditions learned only through catastrophe - the disease that swept over the planet each year. They also discovered the "native" cultures, which they refrained from contacting openly. One member of the team, a sociologist, was intrigued by the cultural devaluation that had plainly occurred, and persuaded her colleagues that Faldor should be left alone so that a proper study of the world could be undertaken.

On returning to the Imperium, the sociologist made out her report to strongly urge this viewpoint on higher authority. As she was distantly related to the Imperial family,

she had little trouble in getting her way. An IISS directive interdicted Faldor when the survey was released in 420.

The IISS and the University of Fornice jointly sponsored some further research, with a covert study team posted on the world to investigate the planetary cultures.(particularly that of the lowlanders; the upland nomads were considered to be too backward and culturally frozen to provide much useful data) and to learn as much as possible about the history and ethnology of the people.

However, Fornice was suffering at this time from severe population pressures. A tangle of legal complications and a major economic depression set in around 460, and funding for the University was cut several times. This in turn led to the elimination of unneeded programs, including the Faldor research grant. The IISS had too many responsibilities to be overly concerned by the situation on one backwater world, and Faldor lapsed back into complete obscurity as a result.

THE INTERDICTED WORLD

The flow of galactic history went on, but Faldor was not part of it. Though near the frontiers of the Sword Worlds and the Darrian Confederation, both of them belligerents during the frontier wars which raged intermittently in the period between 587 and 623, fighting never spilled over into the region around Faldor, nor were Zhodani or Imperial ships involved in the region. The Imperial Civil Wars likewise remained remote, being concentrated on centers of power far from this remote planet situated far beyond the bounds of the Imperium.

On Faldor, life went on. The First Survey had found the lowland population divided among several dozen small city-states, and that situation was basically unchanged when the Imperial studies of the world took place. By about 600, though, some new patterns were beginning to emerge. Several of the cities were becoming preeminent in the lowlands, particularly Jarlshalt, Vestfored, Stensbay, and Norfjart. These four city-states began consolidating larger domains, absorbing adjacent, smaller communities, and conducting a devastating series of wars for dominance (550-625).

Near the end of the period, a large number of people chose to leave the settled regions around the Great Sea. They migrated first to Vassersbenk, where they founded a small city; about three generations later, trouble with raiding nomads prompted other settlers to trek west around the mountains to the shores of the Sea of Storms, where they founded Vesthald. Eventually (c. 775) a thriving culture emerged in this new region, basically similar to what the original refugees had left behind. Sometime during this period, Vinspice was discovered as a seasoning. It came from the rainforests south of the Vestmark, and trade in vinspice became an important economic factor in lowland culture. A caravan route blossomed linking Vesthald to Vassersbenk, and thence to the old cities of the original colony region.

The original cities were united by this time, the work of a brilliant young general named Ehrik of Jarlshalt. At the head of Jarlshalt's armies, Ehrik conquered Vestfored and Stensbay, and was placed on the throne of Jarlshalt by a military coup. Under his equally capable successor Olaav I, the expansion brought the last communities of the original colony under unified control, and Olaav established the empire of Jarlshalt formally by 708.

The empire was far-flung and not particularly stable, replying largely on internal military power to maintain the throne. Emperors were selected largely on the basis of military prowess, with the periodic incursions of the upland nomads furnishing ample opportunity for emperors to prove themselves or jealous subordinates to win sufficient acclaim to make bids of their own. However, the nomads contented themselves with occasional raids, and the structure of the empire was never severely strained.

The last great expansion of Jarshalt occurred in 1002 (approximately), when the colony of Haldskeep was established across the Great Sea, Haldskeep opened up the exploitation of new sources of vinspice, so that the caravan route was no longer the sole source of the product. By this time, Jarlshalt was well established and comparatively stable, and the new colony caused an economic upswing. Faldor, at long last, was beginning to see the dawn of a prosperous society, after years of disaster and misfortune from plagues, internal disunion, and savagery. Only the upland nomads now remained as a threat to the steady advancement of the lowland civilization's fortune.

THE SECOND SURVEY

In 925, the IISS commenced work on the Second Survey, designed to update information concerning systems within the Imperium and along the frontiers. The survey was carried out in much the same way as the First Survey, and in 996 a covert survey team came to Faldor, the first Imperials to do so in several hundred years.

The team spent four weeks updating the old files on Faldor, noting cultural and historical trends, changed data on population and government, and other material of interest. Appended to the report on Faldor was a summary of resources and local commercial possibilities in which the possible value of vinspice on the luxury trade market figured prominently.

Corporate officials of Sharurshid, a megacorporation dealing in the luxury trade, gained access to the report prior to its publication. The opening of District 268 to Imperial trade was already an important issue; the region at this time was already being organized as a protectorate, and plans for eventual incorporation of the district already well in hand. Sharurshid was very interested in the prospect of getting in early to a lucrative new market... and, like most megacorporations, the company could bring quite a bit of influence to bear. Under intensive lobbying from Sharurshid (and other megacorporations, including Delgado Trading, Tukera Lines, Makhidkarun, and SuSAG), the government decided to lift the interdiction of Faldor. When the results of the Second Survey were published in 1042, the interdiction order was cancelled, and Faldor was opened to offworld contact.

Revocation of the interdiction didn't bring about any overnight changes on Faldor. The world was deemed to be largely unready for completely open contact; most experts agreed that cultural shock would set in if the inhabitants were overwhelmed by a sudden influx of new technology. The IISS established guidelines to protect Faldor from being ruined through overzealous attempts to hasten the world into the mainstream of civilization. Introduction of high technology weapons and equipment was discouraged (with the threat of severe penalties against the company or individuals found using such gear to influence the shape of planetary culture, save in self defense). Contact was to be kept low-key, though the locals were to be slowly indoctrinated to the existence of other worlds, star-faring and similar material.

In the years since Faldor was opened, contact has gradually widened. Most direct relations with the lowlanders remain channeled through Vassersbenk, the old caravan city. it was found to be advantageously located, and comfortably far from the periodic internal upheavals of the Empire of Jarlshalt and the petty inter-city feuds of Vestmark; the decision to use the city has also, just incidentally, helped revive a flagging economy there. The nomad cultures remain enigmatic and difficult to observe.

The IISS maintains an orbital recon facility (unmanned), and has covert cultural observation teams in the Empire and in Vestmark. A small office, staffed by a factor and a handful of workers and assistants, handles trade in and out of Faldor and serves as a "starport" - a radio shed, landing beacon, and level stretch of ground - at Vassersbenk. The one office handles traffic from all traders who call at Faldor; Sharurshid is the most important, but other companies, and sometimes tramp free traders, do call at Faldor for cargoes.

CHRONOLOGY

This chronology gives a brief overview of the events that have occurred over the past 2600 years. Events directly affecting Faldor are shown *in Italics*.

- -1515 *Terrestrial traders land on Faldor* (date is approximate).
- -1511 Darrian culture discovered by Terran traders.
- -1137 Darrian achieves local construction of jump drive and begins expansion.
- .-930 *Darrian colony established on Faldor* (date is approximate).
- .-929 *First plague strikes Faldor colony. 90% mortality rate cripples colony* (date is approximate).
- -924 Darrian civilization destroyed by stellar flare. *Faldor survivors cut off from further aid.*
- -399 Gram settled by Solomani exiles.
- -300 Sword Worlds settlement substantially completed.
- -271 Darrian colonies rediscover jump drive and re-establish communications with Darrian.
- -140 *Sword Worlds survey notes suitability of Faldor for colonization.*
- -125 *Settlement of exile colony on Faldor ordered by Sword Worlds government. The colony quickly fell victim to plague.*
- -104 Tyrfing Incident triggers widespread rebellion in Sword Worlds. *Records of Faldor colony lost or destroyed.*
- 0 Third Imperium established.
- 15 *City of Jarlshalt established on Faldor.*
- 60 First Imperial settlement in Spinward Marches established.
- 73 First Imperial contact with Sword Worlds.
- 143 First Imperial contact with Darrian Confederation.
- 300 Imperial First Survey begun.
- 351 *Scout ship of the First Survey visits Faldor.*
- 420 First Survey published. *Interdiction of Faldor ordered by IISS.*
- 425 *Beginning of cultural studies by IISS and University of Fornice on Faldor.*
- 460 Economic and political problems force curtailment of spending by University of Fornice. *Faldor study ended.*
- 550 to 625 *Rise of large city states on Faldor. Wars of Dominance.*
- 588 Terra re-integrated into Imperium by Empress Jacqueline.
- 589 First Frontier War (Imperium vs. Zhodani) begins. Extensive Zhodani commerce raiding until 597.
- 604 First Frontier War ends in Imperial victory.
- 604 Olav hault-Plankwell (Grand Admiral of the Marches) and fleet seize Capital, killing the Empress and beginning the Civil Wars.
- 615 Zhodani and allies again attack Imperial territory, beginning the Second Frontier War.
- 615 *Refugees begin the Great Migration, eventually (618?) settling Vassersbenk* (date is approximate).
- 620 Second Frontier War ends in Imperial victory.
- 622 Civil Wars end.
- 681 *Campaigns of Ehrik of Jarlshalt begin.*
- 689 *Ehrik becomes King of Jarlshalt.*
- 693 *Death of Ehrik of Jarlshalt. Olaav becomes King of Jarlshalt.*
- 707 *Norfjart conquered by Olaav.*
- 708 *Olaav crowned Emperor.*

- 710 *Traditional date of founding of Vesthald.*
- 810 Creation of District 268.
- 925 Second Survey commences.
- 979 to 986 Third Frontier War; ends in minor Zhodani gains.
- 990 to 1002 Solomani Rim War.
- 996 *Covert survey team on Faldor.*
- 1002 *Haldskeep founded by Jarlshalt empire.*
- 1042 Second Survey published. Interdiction on Faldor lifted.
- 1082 to 1084 Fourth Frontier War; inconclusive stalemate.
- 1107 to ? Fifth Frontier War.
- 1111 Current year of the Imperium.

THE PEOPLE

The lowland populace is of Solomani stock, descended from the original Sword World exile colony. Their ancestors were of Nordic and Germanic stock (old Terran cultural groups), but this was more a linguistic antecedent than any sort of ethnic or genetic factor even a thousand years ago, and has even less meaning today.

The language used by the lowlanders derives from the Icelandic-descended tongue of the Sword Worlds (which actually includes elements of several Nordic languages, German, English, and even Vilani). It has become distorted further with time, and now bears little resemblance to the original language. There are also distinct dialects spoken in Vestmark and in the empire, which have diverged enough to make them almost separate languages in their own right.

Primitive conditions make life spans short and often brutal. The age of 10 (local years, about 32 standard years) is considered middle age, and few last to the age of 20 (or 64 standard) years. Though naturally resistant to the ravages of the annual plague, the locals are subject to a host of other diseases and to the general ill effects of virtually non-existent medical knowledge.

Lowland society is generally dominated by social classes; these include patricians (nobles and priests); a commercial middle class of merchants and tradesmen, a large agrarian base, and slaves. Slavery is a common punishment for most crimes, and any child born to a slave is treated as a slave as well. There are significant bodies of freed slaves who have been known to raise themselves up into the middle class through hard work; there is some degree of social mobility below the patrician level. The upper class is fairly static, and indeed has shown noticeable signs of decline due to inbreeding and a lack of acceptance towards new ideas.

GOVERNMENT

The governments of the various lowland groups vary somewhat from one region to another, but are similar in most basics. Government is in the hands of the patrician class, and remains there without exception.

In the Empire of Jarlshalt, the ruler is an emperor who rules by virtue of military support - a prominent general who has been elevated to the throne with the support of the army. Under strong rulers, the succession has sometimes been dynastic in nature, but insurrection and short bouts of civil war quickly replace weak rulers. An imperial bureaucracy of patricians, middle-class managers, and slave clerks provides the continuity needed for the actual government of the realm. Patrician leaders govern various provinces of the empire (each corresponds to about a hex on the world map, for the most part). A council of representatives from the various city-states theoretically advises and approves the emperor's actions, but this body is actually little more than a rubber-stamp of imperial will, a sop to the long-standing traditions of independence enjoyed for centuries by the various states.

Outside the empire, most governments are on the level of individual city-states. The Vestmark includes two major and five minor states; Lortspaert is ruled by a council of extremely wealthy merchant princes, while Vesthald is more traditional in the dominance of a single "tyrant" controlling city government (the word being used in the sense of Classical Greek city states, rather than as a description of the quality or nature of the ruler's control). The smaller states are similar in nature.

Vassersbenk is a somewhat odd case; in that the government of that state is in the hands of a priest-king, the *Kaesanig*, who is a hereditary ruler descended from the first patrician to deal with offworld merchants about 70 years ago. A cult has been built up around the coming of the offworld "reedeemers," and is headed up by the *Kaesanig*. The current ruler is the third to hold the office.

Like the empire, city-state governments generally draw on several classes for functionaries, with power concentrated in the hands of patrician leaders.

MILITARY

The military forces of the lowlanders are essentially similar in nature among all the lowland groups. That of Jarlshalt is superior in strength and organization, but all are essentially identical in terms of equipment, tactics, and doctrine.

Gunpowder weapons are well known among the lowland peoples, but they are generally limited to the late arquebus-wheelock musket stage of development. Artillery generally includes large, almost immobile bombards, plus a few lighter guns that have limited battlefield mobility. Rifling is unknown, and most musketry is, to say the least, inaccurate.

Most armies mix blocks of musketry with blocks of polearmed soldiers, to keep off nomad cavalry and provide a solid shock arm. All soldiers of either group are armed with

heavy swords as well, and most carry daggers or other short blades. (Melee weapons forged offworld are a prime article of trade, and are highly prized for their superior workmanship and longer service life.)

A few states, particularly those of the Vestmark region, have fewer firearms, and still place a strong reliance on longbows, formerly a major lowland weapon.

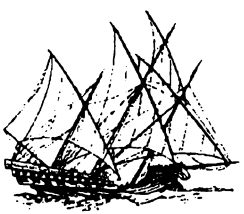
Cavalry forces are not common among the lowlanders, partially due to a scarcity of riding steeds, and partially because cavalry has never proven effective. Against the superior cavalry forces of the upland nomads, lowland cavalry has always been thoroughly outclassed. Nor has any cavalry unit fielded by the lowlanders ever been particularly effective against pike and musketry formations in the various internal wars.

Small cavalry forces are maintained; these are mostly made up of patrician troops (the only individuals who can afford horses, which are extremely scarce). Most often, they are employed as scouts; in battle, they are usually dispersed as messengers, unit leaders, and the like. There is little concept of cavalry as an actual fighting arm, though there are a few light cavalry units in the empire equipped as lancers, and actually employed in the field.

One unusual military formation found in the lowlands are the caravan traders. Caravans of 10-20 wagons cross the lowlands from the Vestmark to the empire, and are frequently subjected to raids by nomad forces. They are therefore well equipped for combat. Since most cannot afford gunpowder weapons, caravan soldiers are well trained in the use of crossbows, as well as being skilled with melee weaponry of all kinds. Caravan soldiers sometimes find employment as mercenaries between trips, and are considered a rugged and elite group of highly trained soldiers.

TECHNOLOGY

Lowland technology is primitive, still pre-industrial in nature, and relying on muscle power. As mentioned previously, weaponry is unsophisticated; firearms are unreliable, cannons large and unwieldy. Melee weapons available include all polearms, plus daggers, swords, broadswords, and a form of cutlass. Jack armor is generally worn, though a few states still retain the use of plate (which, for *Traveller* purposes, is treated as jack + 2).



Primitive sailing vessels are used for transport at sea, although most are still equipped with oars as well as sails. On land, animal-drawn wagons are used.

Generally, lowland technology appears to be freezing into a stasis; technology has not changed appreciably for the last century or more and there seems to be little impetus to encourage change.

RELIGION

The lowland cultures are a superstitious people. Their beliefs center on a distorted memory of the exile of their ancestors; it is a common element of lowland religions that True Men were banished to Faldor in punishment for some sin in a paradise beyond the sky. They regard the nomads as an evil race of demons in human form with whom the True Men must engage in mortal combat; when the demon threat is ended, so say the myths, the world will become a paradise like the one that was lost ages ago. Others hold that the nomads are merely men held in thrall by evil demons of the plateaus, but that individual nomads can be "saved" and given the blessings of civilization.

Exact interpretations of these overall beliefs vary, of course. However, the nomads are universally considered to be endowed with supernatural powers that give them control over the beasts of the fields and of the air. Nomads are always objects of fear, even among those who do not regard them as being inherently evil.

One new religion has sprung up in Vassersbenk since the appearance of Imperial traders. This is a messianic religion, which preaches that men from beyond the sky have come to aid the True Men of Faldor in overcoming their enemies and finally achieving their paradise. Despite an outcry from sociologists protesting the manipulation of local religions for commercial ends, Sharurshid and the other megacorporations doing business on Faldor have subtly encouraged this attitude.

The Upland Nomads

The nomad peoples are poorly understood at best; only the scantiest knowledge of their culture and society is known even yet.

THE PEOPLE

Nomads of the upland steppes are descended from a blend of two human strains, both Solomani and Darrian. The Darrian humans are a minor race, transplanted from Earth to Darrian hundreds of thousands of years ago by the Ancients. Though smaller, slighter, with sharp facial features and unusual skin and hair tones, the Darrians are human, fertile with other human species, and fairly standard in behavior and thought.

The mixed race on Faldor has blended many of the features of Solomani and Darrian physical traits. Nomads are taller, stockier, and more robust than pure Darrians, though still lean and sharp-featured by Solomani standards. Their skins are generally a pale yellow-tan, and the silky gray or white hair of Darrian stock prevails.

The nomads are a stoic people, seemingly immune to hardship. What little contact there is with nomad groups suggests that complicated rituals predominate in social relations. However, the nomads have never been known to display the contemplative and generally tolerant mental attitude of their Darrian forefathers; they are ruthless and aggressive foes of the lowlanders.

Nomad society seems to be surprisingly egalitarian; almost anyone, it seems, can rise to become a powerful chief. Details of their social structure are uncertain, though it is known that women are distinctly inferior in social position. (Even more so than in the lowland culture, which discourages women's equality, but does not, as the nomads do, regard women as property.)

The nomads are a society of herdsmen and hunters, and conduct their ordinary activities on an almost military level. Their movements from one stretch of grazing land to another are reminiscent of an army on the march, and their Great Hunts are conducted with military precision. Hunting is a major element of culture, and has been raised to an almost religious status. Stories are told of captured lowlanders being turned over to the "Rite of Justice," an elaborate ritual hunt that lasts from one eclipse to another. Survivors of the rite are given their freedom, but few have escaped the efficiency and skill of nomad hunters.

Far too much of the lowland culture's knowledge of the nomads is clouded by superstition and folklore as to distort our understanding of the people. They are believed to be sorcerers, able to command animals to do their bidding. Certainly they are known to have domesticated the notoriously temperamental clarabhar riding animals, and, probably, tradjors (which are believed used in hunting and as "sheepdogs" in herding). There is no evidence to indicate that this is any more than skill in handling animals, and the awe and fear of the nomad sorcerers is plainly a greatly exaggerated bias of a civilized people towards a group which is much closer to nature (but, as a result, quite primitive and technologically inferior).

Government is organized along tribal lines, with chiefs apparently selected on the basis of birth and merit. Their military is an extension of the tribe itself. Nomads are generally skilled with melee weapons - primarily swords, spears, and daggers - and in the use of the short bow, which most can use while mounted. They are superb riders (often called "The Devil's Horsemen" by the lowlanders). They are best at hit-and-run raids, and have neither the technology nor the patience for siege warfare, a fact that has protected the lowland city-states from destruction for centuries.

Little is known of the attitudes or beliefs of the nomads, though it is thought that they have a religion dominated by veneration of the natural world, with eclipses having a major religious significance and the ritual hunt playing an important part in the nomad communion with nature.

Local Equipment

The following equipment is available locally. Special rules covering the use of these archaic weapons follow the descriptions.

A Note on Economics: Obviously Imperial currency does not pass current on Faldor. The lowland societies have a system of coinage, while the nomads use barter more often than not.

In the event that characters wish to purchase items on Faldor, they will have to barter for them or acquire lowland currency. The easiest way to handle this without complicated new economic rules is to establish the value of items with known prices (in credits) locally. For example, a dagger (Cr 10) forged offworld may be recognizably superior to locally obtained daggers, and hence worth more. When trading or selling an offworld item, roll 1d; multiply the result times the usual price of the item to assess its relative value here. Purchases are carried out in terms of *standard prices*.

Remember to keep track of a character's "money" separately for Faldorian purposes; offworld credits are simply not usable. Also remember that sophisticated machinery may have no value at all, or it could have a greatly inflated value by virtue of being "magic" or "holy." The referee may regulate such cases; use the simple pricing system for items that are obviously useful and immediately identifiable locally.

Prices should be calculated once per city or group encountered, or more often if the referee believes it wise.

BOWS

The following bow weapons are available on Faldor.

Sling: A simple loop of cord used to propel a stone or pellet over a relatively short distance. It is always assumed to be aimed at the head or similar vulnerable part of the body, which explains its similar results against nearly all forms of armor. Sling weight is negligible. Reloading is automatic; one shot per round is always allowed. Rocks (found stones weighing 100 grams or so) are used as ammunition. The lowland peasant militia uses the sling most frequently.

Short Bow: The standard bow weapon of the nomad army. It measures 800 mm in length; arrows are 300 mm. The bow weighs 500 grams and uses 100 gram feathered arrows. A quiver holding 10 arrows (weighing 1,500 grams full) can be slung over the shoulder or at the belt. Reloading a short bow is automatic; one shot is permitted per round.

Long Bow: A larger bow weapon, once common in the lowlands but now being replaced by firearms. It is 1,500 mm in length and weighs 1,000 grams. Arrows (identical to short bow arrows, and interchangeable with them) may be fired once per round, with automatic reloading permitted. Mounted or evading characters cannot fire the longbow.

Military Crossbow: A large crossbow favored by caravan guards and other mercenaries. It is 900 mm long, and has a 1,000 mm wide bow. It is cocked by a geared cranequin that pulls the string back as a lever is wound. The cranequin is carried on the belt, weighs 3,000 grams, and measures 300 mm x 300 mm. The crossbow itself weighs 6,000 grams. Crossbow bolts weigh 100 grams each, and are 300 mm in length, but are not interchangeable with arrows. Reloading requires one round, or two, if the individual is evading. One shot is allowed in the round following loading. It may be fired while evading or riding (but cannot be loaded by a mounted character).

Repeating Crossbow: A lighter bow introduced as trade goods by Sharurshid, and highly prized. it features a magazine holding ten bolts and a simple lever that draws back the string to a trigger catch. Dimensions are 900 mm along the bow and a length of 800 mm. It weighs 4,000 grams unloaded; bolts are interchangeable with military crossbow bolts. One bolt may be fired per round; when ten shots have been fired, reloading is required. This takes one round, or two, if the individual is evading.

FIREARMS

The following personal firearms are in use among the lowland cultures; the nomads do not have them as yet. Larger weapons (cannons) are not considered here.

Matchlock Musket: An unwieldy, crude firearm, set off by a glowing match held in a trigger-operated clamp. It requires a pronged support set in the ground to hold it up. The arquebus fires a lead ball (generally made by the soldier in a carried mold) weighing 30 grams. The weapon itself weighs 9,000 grams, and measures 1,500 mm in length. It takes two rounds to load a musket, and the individual can never evade while loading or firing.

Arquebus: A lighter firearm, the arquebus (a fairly advanced model is used on Faldor at this time) is a matchlock weapon like the musket, but does not require a support to be fired. The weapon fires lighter balls (not interchangeable), and are less effective than the heavier firearm. It measures 1,200 mm in length, and weighs 5,000 grams; balls weigh 25 grams.

Wheellock Pistol: A crude pistol set off by a complex and highly fragile trigger-operated sparking mechanism. It fires 20-gram balls, but is extremely erratic in performance. The pistol weighs 1,500 grams and measures 450 mm in length. If subjected to any excessively rough handling, the trigger mechanism will be ruined on a roll of 6+.

USING THESE WEAPONS

Full *Traveller* charts are included in the Charts and Tables appendix for those primitive weapons commonly in use on Faldor. A few special notes should be made, as well.

Bows: Most bow weapons are fairly simple to use, and any character may be considered to have bow combat-0 skill (sufficient to allow use, but conferring no expertise). For locals, a complete set of character creation charts is included elsewhere in this module, so that characters with appropriate bow combat skills may be generated. Bows require both dexterity *and* strength for use, and thus are given minimum and advantageous levels for *both*.

Firearms: Archaic firearms are much more difficult for sophisticated offworlders to use (though locals will find them perfectly straightforward). A character must roll Intelligence or less to cope with an unfamiliar primitive firearm; the roll, once made, confers familiarity (level-0 skill) with *that weapon* only).

Misfires are common with these crude firearms, and a roll of 4+ is required each round to avoid a mishap. Mishaps can, at the referee's discretion, range from simple failure to fire to the explosion of the weapon itself.

Note: The Weapons Tables are located within the Charts and Tables appendix of this supplement.

Library Data

Library data represents information that is readily available from ship's computers (using the Library program). The information is useful as background material, information that individuals may already know and need to be reminded of, or information that player-characters wish to know and need to be supplied with.

Dates: All dates utilize standard (Imperial) timekeeping conventions. The current year is 1111, and all information is current as of the beginning of that year.

LIBRARY DATA ENTRIES

Ancients: Race of intelligent non-humans who exercised control (approximately 300,000 years ago) over the territory now ruled by the Imperium and beyond. They remain a puzzle; little is actually known about their culture. Recovered artifacts prove that their technology was far superior to current Imperial technology.

Archeological evidence suggests that the Ancients destroyed themselves in a 2,000-year-long war which eliminated their cities (and in some cases, their planets) with surprising efficiency. They are considered responsible for the dissemination of Terran humans to various other worlds, such as Darrian (see Darrian Confederation).

Bowman (District 268 0302 0000300-9): Asteroid belt in District 268, and growing mining region. The belt has a reputation for lawlessness and danger.

Capital (Core Sector 0508 A586A98-F): Control and capital world of the Imperium and seat of government since its founding. Capital is the site of the Imperial Palace and of major headquarters for the various Imperial bureaucratic agencies. It is also a cultural and industrial center.

Civil War (604 to 622): Struggle for control of the Imperium fought between various factions in the Imperial power structure. The struggle had its origins in the long lag times in communications across the Imperium, and was furthered by inter-service rivalries between military and naval commanders.

The Civil War began with the end of the First Frontier War (589 to 604); the Spinward Marches had been left responsible for the war with little direct assistance from the central government. With the end of the war, the Grand Admiral of the Marches led his victorious fleet to Capital and seized the throne, murdering the Empress. The ensuing struggle involved the whole empire, and lasted eighteen years. The current dynasty emerged in control at the end of the war, and took steps, such as the establishment of better communications links, to prevent a recurrence of the problem.

Darrian Confederation: Group of worlds in the Darrian subsector settled by humans from Darrian/Darrian (0607 A463955-G) during the period -1137 to -927. The current capital is Mire/Darrian (0507 A665A95-B).

The Confederation holds 18 worlds, all in the same subsector, and has a population of 17.19 billion. Darrians are humans who developed independently on Darrian (see Humaniti). Some Solomani blood derived from early settlers (who introduced high technology to Darrian in -1511) is also evident. The Darrian Confederation has long-standing disputes with the neighboring Sword Worlds.

Directions, Galactic: Conventions, which express galactic direction, are based on the core of the galaxy and the direction of its rotation. Toward the galactic core is coreward, away is rimward. The direction of galactic rotation is spinward, the opposite direction is trailing.

Fornice (Mora 0605 A354A87-6): High population world in the Mora subsector.

Frontier Wars: A series of interstellar wars fought between the Imperium and the Zhodani Consulate for control of the Spinward Marches.

The First Frontier War (589 to 604): This war began with the initial clash between the Imperials and the Zhodani; Imperial settlers were expelled from regions to spinward of the Marches. The armistice in 604 gave the Zhodani a foothold in the Chronor subsector.

The Second Frontier War (615 to 620): Started from Imperial paralysis that was the result of the Civil War (sec). Zhodani attacks attempted to profit from this diversion. The Imperium fought holding actions until local fleets could be raised. An armistice was forced, but additional territory was ceded to Zhodani.

The Third Frontier War (979 to 986): This war involved deep penetration by Zhodani forces and commerce

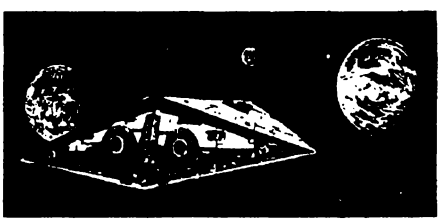
raiding by both sides following a Consulate surprise attack. A demilitarized zone was created between the opponents, and several more worlds ceded to the Consulate, at war's end.

The Fourth Frontier War (1082 to 1084): Started by accident and ended in stalemate. It is usually known as the False War.

The Fifth Frontier War (1107 to the present): This conflict began with widespread Zhodani attacks all along the border. Deep raids were also mounted into Imperial space. The war remains unresolved, but the tide recently turned in favor of the Imperium.

Humaniti (former spelling Humanity): Collective name for all human races, including Solomani, Vilani, Zhodani, and others. Human races occur on as many as 50 different worlds, apparently transplanted by the Ancients (q.v.).

Interdiction: The Imperial practice of interdiction of worlds within the boundaries of (or the sphere of influence of) the Imperium has long been a source of contention between liberal and conservative factions in the government. Interdictions forbid contact between the world and any offworlder, except by special dispensation. They must be approved by a member of the Imperial family, but are generally given approval in response to requests by an interested party, usually the Scouts or the Navy.



It is generally held that the Scouts recommend interdiction to shield a young or sensitive culture from the interference that trade and commerce may bring, while the Navy frequently uses interdiction to punish local governments or to hide its own mistakes.

Interdicted worlds receive red travel zone ratings from the Travellers' Aid Society.

Long Night (-1776 to 0): A period of interstellar decline and anarchy between the fall of the Second Imperium (the Rule of Man) and the foundation of the Third Imperium.

Megacorporation: An extremely large interstellar corporation, providing services to all regions of the Empire. Only thirteen such companies are acknowledged.

Because of their size, megacorporations have truly astronomical numbers of employees and shareholders, and earn huge profits. Upper level executives are most commonly out of contact with operations, being concerned with broad policy decisions only. Real power lies in the hands of regional managers, who control actual business affairs. Though controlling only a fraction of a megacorporation's assets, some wield more power than some representatives of the Imperial government do.

Companies are subject to Imperial regulatory agencies and local taxation, but if Imperial sovereignty is not blatantly defied regional managers can generally act as they see fit.

Mount Lukagil: Mountain in Faldor's Southern Hemisphere, the highest point (19,560 meters) on the planetary surface.

Psionics: The use of powers of the mind to achieve the manipulation of matter and space. Psionics are perceived and dealt with differently by different races or cultures. The Imperium is violently antipathetic towards the use of psionics, which are studied and practiced only covertly. Other cultures have less severe reactions, but few (save the Zhodani, who actively practice psionics, and have integrated mental power into the fabric of society) use such talents to any great extent.

Sector: Mapping unit in astrography consisting of 16 subsectors arranged in a pattern of four across and four deep. Sectors are broad measures of area and have an average of 480 to 640 worlds in each.

Sharurshid: A megacorporation of Vilani origin dealing in trade and speculation, with very little manufacturing capability, Sharurshid trades in luxury goods from all parts of the Imperium, and many areas beyond. Most rare Terran wines and spirits are carried on the starships of Sharurshid.

Solomani: One of three major human races within the known galaxy. Solomani originated on Terra, and are concentrated in the rimward regions of the Imperium. The term Solomani is of unknown origin, but has been variously translated as Men of Sol, Only Men, or True Men.

Solomani Hypothesis: The generally accepted theory that all Humans originated on Terra, and that all other human races arose from Terran (Solomani) humans transported off Terra by the Ancients. The theory explains the large number of human race found across the known galaxy without recourse to farfetched ideas of parallel evolution.

SuSAG (Shunamann und Soh, AG, LIC): One of the thirteen megacorporations of the Imperium. SuSAG specializes in chemical, pharmaceutical, and engineering activities, is a primary manufacturer of anagathic (life extending) drugs, and maintains psi drug manufacturing plants outside the Imperium.

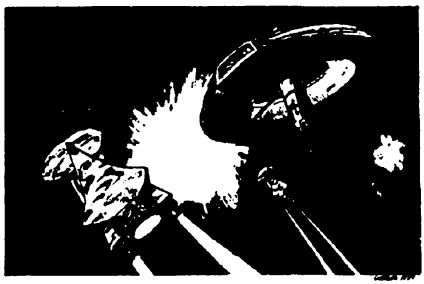
SuSAG has established several operating plants in the Spinward Marches, including one (Tarsus) in District 268.

Sword Worlds Confederation: A loose confederation of worlds in the Spinward Marches, located between the Imperium and the Darrians. Fugitive Solomani first settled the region in the period -399 to -300. In times of peace, the confederation tends to fragment, but differences are put aside for a common defense in periods of crisis.

Terra (Sol 0207 A867A69-F): Also known as Earth. Origin world of the genetic stock from which all races of Humaniti are descended, former capital of the Terran Confederation, former capital of the Old Earth Union, and former capital of the Solomani Autonomous Region. The world is currently under military rule by Imperial occupation forces.

Third Imperium (0 to present): Founded in the year 0 by Cleon, first Emperor. The rise of the Third Imperium

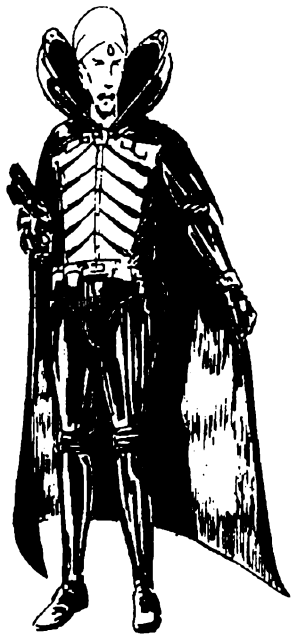
marked the end of the Long Night. It contains more than 11,000 worlds in an area more than 700 parsecs across.



Tyrfing Incident (-104): Clash between naval vessels of Gram and Sacnoth, two of the Sword Worlds, over Tyrfing (Sword Worlds 0504 B637735-A). This conflict led to the War of the First Rebellion (-104 to -88) and the dissolution of the Sword Worlds Confederation into several mutually hostile states for over a century.

Vargr: Intelligent major race inhabiting regions generally coreward of the Imperium. Vargr are derived from Terran canine stock genetically manipulated by the Ancients to allow an upright stance, an opposable thumb, and intelligence.

Vilani: One of three major human races within the known galaxy. Responsible for the First Imperium, a predecessor of the current Imperium which lasted several thousand years. Vilani are the most widespread of human races.



Zhodani: One of three major human races within the known galaxy. Zhodani inhabit the empire known as the Zhodani Consulate, with its capital at Zhodane.

The major distinction of the Zhodani race is its routine acceptance of psionics; all Zhodani of noble birth (social level of A+) receive psionic testing and training in the normal course of their education.

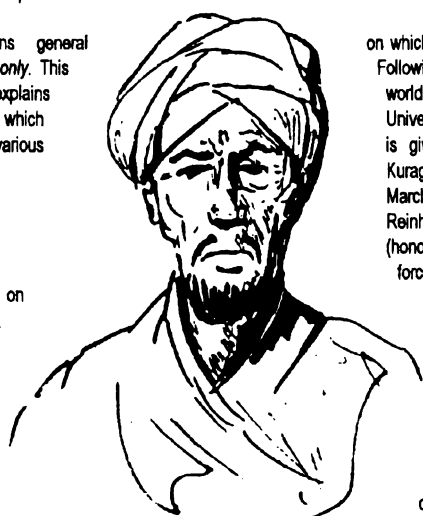
SECTION II: ADVENTURES

Referee's Guidelines for Faldor

Faldor is an adventure supplement for *Traveller*. It provides detailed descriptions of an entire world in the *Traveller* universe, and accompanies that data with scenarios calling for utilization of that information. The supplement is based on the *Traveller* role-playing system, and requires those rules before it may be used.

The game system calls for a referee who is familiar with the system and the Faldor supplement, and who then administers the adventures. Two or more other players actually participate in the game and undertake to resolve the scenarios and adventures thus presented. Players should also be familiar with the *Traveller* rules, but may learn more intricate details of the system as they play under the supervision of the referee.

This scenario contains general material intended for the referee *only*. This information establishes and explains certain standards and conventions, which will be used throughout the various adventures on Faldor.



PLAYER CHARACTERS

When the adventures on Faldor begin, the referee must make sure that each player has an appropriate character. Such characters may be player-characters already in use from previous adventures, or they may be generated fresh at the beginning of the adventure. Finally, they may be the special pre-generated characters that accompany this game.

Campaign Characters or Generated Characters: If players already have characters they are happy with, and which they wish to continue using, this should be allowed. It is best if no such characters own their own starship, so that the referee may arrange to have them hired on board the merchant vessel which is intended to get the group into the adventure on Faldor. (See, however, suggestions on alternative adventures elsewhere in this supplement.)

Characters used may have a variety of qualities or attributes, but the referee should keep in mind that the characters are relatively ordinary veterans of a recent war, without great wealth or power

Pre-Generated Characters: The 12 pre-generated characters presented in appendix C provide a variety of player-characters for use by an adventuring band. Three of these characters should always be used: Eneri Marstel, Dem Willoran, and Mohan Morales. These three individuals provide the core of the group, and provide the basic party. If other player-characters are needed, they should be drawn from the remaining nine characters.

Each character has been pre-generated in accordance with the *Traveller* character generation rules. In addition, a few details have been added to provide some background and other information.

Under ***Service***, each character's former service is shown, along with the number of terms that were served, and the date on which the individual mustered out.

Under ***Birthdate***, the date the character was born is shown.

Under ***Birthworld***, the actual world on which the character was born is noted. Following the slash is the subsector that world is in. After the subsector, the Universal Planetary Profile for the world is given. All birthworlds (except Lee Kuragrm's) are located in the Spinward Marches. All characters except Thor Reinhardt are Imperial citizens (honorable service in the Imperial armed forces is sufficient to allow acquisition of Imperial citizenship).

Under ***Comments***, a brief service history is recounted to show where the individual has been for the past several years. If characters compare notes, they may find that they know each other, have served on the same worlds or the same ships, or in the same areas. Proper role-playing can (and should) easily allow the existence of prior acquaintances.

Players should retain their characters during the adventures on Faldor. If they wish, they should be allowed to keep the character and use him or her in future campaigns, as well.

CHARACTERS ON FALDOR

The referee obviously cannot use the basic *Traveller* character generation rules to create characters the group may encounter on Faldor; the *Traveller* rules are meant for a sophisticated civilization, not for Tech 2 barbarians. Therefore, special character generation rules are included in this chapter to permit the creation of such characters.

Procedures follow the step-by-step process of basic Traveller, differing only as specifically noted below. Use the

tables and other information contained in the Charts and Tables appendix of this supplement when creating such characters.

Initial Character Generation: One characteristic, education, is always much lower for characters from Faldor than for other characters, and should be rolled on one die instead of two. It should be stressed that even with this change there is no real correlation between a Faldorian and an Imperial citizen who have the same education level.

Titles: Titles differ slightly for characters of the two Faldorian cultures, and are shown on the Noble Ranks table.

Entertainment: All nomad characters *automatically* "enlist" as nomads. Lowland characters have five "services" to choose from. Characters of social level 10+ may attempt enlistment in any service except Citizen and Nomad; they may *automatically* enter the "Patrician" service. Characters below that social level may attempt enlistment in any service except Patrician and Nomad, and may *automatically* enter the "Citizen" service.

If an enlistment attempt in the Army, Caravaners, or Traders fails, characters automatically enter the Citizens or Patricians (if social level 10+).

Terms of Service: Each term of service is 1 local year (32 standard years) in length. Service begins with characters aged 5 local years (16 standard years), and continues in 1-year (local) intervals as long as service lasts.

Commissions and Promotions: For the most part, these are handled normally. However, the Patrician and Noble services base rank directly on social standing. All Patricians begin at the rank equivalent to their social level, as do all Nomads of Social Level 10+. When these characters earn "Promotions," they automatically receive +1 Social standing, as well. Lowland Patrician characters serving in another service hold the Patrician rank appropriate to their social standing, but are promoted according to the service in which they hold a commission. Such promotions do *not* increase social level.

Skills and Training: Skill acquisition is handled as per the basic rules, but only three skill tables, rather than four, are used. Several new skills are introduced for local characters; these have been very briefly described. Full descriptions are found in various *Traveller* products where such skills are available to *Traveller* player-characters, such as Book 4, *Mercenary*, and Supplement 4, *Citizens of the Imperium*.

Retirement: There is no mandatory retirement age, and no retirement
pay.

Mustering Out: Characters use only one mustering out table, which provides both cash and material benefits. These benefits are handled much as in the basic rules.

Aging: Aging procedures are as given for basic *Traveller*, but a different table, based on local age and slight differences in Faldorian aging, is included with the other tables.

Careers: The career types are as follows.

- **Army:** A member of a lowland military force.
- **Caravaner:** A member of the mercenary caravan forces of the lowland cultures.
- **Patrician:** A lowland noble involved in government, administration, or private life.
- **Trader:** A lowland merchant.
- **Citizen:** A lowland farmer, townsman, slave, or other member of the lower classes.
- **Nomad:** Any upland nomad.

Gender and Race: Almost all characters in positions of responsibility will be male. The lowland Army, Caravaner, and Trader services are exclusively male; women will be Citizens or Patricians. Nomad women are considered property, and will have few skills of any kind.

THE NOMADS

The World Reference Section presents information on Faldor that is known to the Imperium. Much about the nomad cultures is unknown. Here, for the referee's use, are some important notes on nomad society.

The reputation enjoyed by the nomads for their powers over local animal life is deserved. Some members of the upland nomad tribes do indeed the capability of communing with, and even controlling, certain forms of animal life. This is not done through any kind of magic (as the lowlanders' claim), but results from very limited and untrained psionic abilities. Those who can do so are known as "Callers," and enjoy a special regard in nomad society.

Callers are individuals with a naturally high psionic potential who come under the influence of tranceweed, a plant found in the upland steppes. This weed contains chemicals similar 6 those found in psi drugs, and enhances a character's natural receptivity to psionics. Under the influence of tranceweed, Callers experience a strong empathy, which enables them to sense the feelings of various animals and people (especially those they have a special attachment to already). They can also, to a limited extent, project their own feelings, giving them a limited control over those they are in communion with.

Nomad domestic animals - Clarabhars, Tradjors, "Watchers," and some others - respond to these Callers readily. On the hunt, tradjors can be used for tracking, and the nearness of prey excites the tradjors, and hence can be detected by the callers communing with them. Watchers are used in the same way, but also as signalers; emotions cause color changes, and Callers can manipulate emotions to control those color changes, allowing coordination of large bodies of nomads or passage of messages over fairly long distances through a chain of Callers and Watchers. Riding steeds, often temperamental and hard to control, can be calmed and trained by Callers, as well.

"Caller" is a skill available to nomad characters. The skill level controls the range at which a Caller can control or commune with animals; 1 is close, 2 is short, and so forth. The referee should keep in mind the abilities of the nomads in situations where they might have an impact on the flow of the game (especially in the scenario "The Hunted").

ADVENTURE BACKGROUNDS

The primary preferred background for the arrival of characters on Faldor is to establish them in a job that would naturally require a visit to the world. Though Faldor is no longer interdicted, there is little reason for an ordinary band of adventurers to arrive without some specific mission, and, indeed, contact is still discouraged as much as possible by those who do not wish to irretrievably shatter the cultural development of the world.

The background used in the scenarios as written here involves the adventurers as crewmen hired on board a Sharurshid vessel scheduled to call at Faldor (among other worlds). They are to deliver a cargo of superior quality blades and polearms, repeating crossbows, and other such weaponry, in exchange for a promised cargo of vinspice. The adventurers are assigned to land a ship's boat near Vassersbenk, where Sharurshid's local factor is headquartered, to arrange this cargo transfer. As their ships cannot enter atmosphere, this small craft is the group's one link to orbit. Events in the various folios can proceed from that point.

As an alternative, the group might be hired by a research institution or the IISS to assist in cultural studies. In such a case, the group's contact on the planet will be a scout operative, rather than a merchant factor, but most other aspects of the adventure would be much the same. Since the initial adventures revolve around the loss of the group's ship (stranding them on Faldor), the scout version of the adventure might require them to find a scout ship hidden in a remote part of the lowland wilderness in order to get off-world.

Naturally, the referee should always feel free to come up with other ways in which adventurers can become involved with events on Faldor. The boxed module concept is such as to allow a variety of situations on the same world (as is illustrated in the fifth scenario, "Further Adventures"). The adventures provided here should be but a starting point for a vast number of situations pitting the adventurers against a primitive world.

Language: Characters may be assumed to have taken an intensive course in the prevalent lowland trade tongue prior to the adventure's opening. This eliminates obvious problems of language.

Few nomads speak lowland tongues, but most tribes will have a few interpreters available.

The Devil's Horsemen

The referee should allow the players to read only that portion of this scenario prior to the section entitled "Referee's Information". The remainder of the adventure should be kept secret and revealed only as the circumstances of the adventure dictate.

This scenario deals with the group's arrival on Faldor. It presents an introduction to the mercantile operations on Faldor, and details for a scenario concerning the merchant factor and the sometimes-unstable conditions of life in the lowlands of Faldor.

THE STAR OF IDERATI

The adventurers, in need of a paying job, have signed on board a merchant starship, the *Star of Idersti*, part of the fleet of merchant vessels maintained by the megacorporation Sharurshid.

Star of Iderati was formerly a type M Subsidized Liner belonging to a small merchant line operating out of the Five Sisters subsector. When the firm folded several years ago, the company's largest creditor, Sharurshid, acquired the company assets. *Star of Iderati* and several other similar ships were among these.

Sharurshid is a trading corporation, not a passenger line, and would ordinarily have little use for a liner intended to carry people as much as cargo. However, the company was then expanding operations in District 268 anyway, and using these newly acquired ships was a reasonable investment. *Star of Iderati* and her sister ships went into regular service on the various Sharurshid 268 routes.

The Starship: *Star of Iderati* is a typical type M liner, unstreamlined, but capable of jump-3. It carries 129 tons of cargo, which can be transferred from planetary surfaces in a 20-ton launch. The ship carries a basic crew of six: pilot, navigator, medic, and three engineers. In addition, up to ten personnel are generally carried to handle cargo, serve as relief crewmen, and conduct planetside operations at ports of call. Other details of the ship are as presented in the starship description in the basic rules.

The Voyage: *Star of Iderati* operates out of a local Sharurshid base at Iderati (Five Sisters 0702). The route is scheduled to include stops at Rammarion near the edge of the Sworld Worlds, Faldor, the Bowman asteroid belt, Walston, Elixabeth, Pagaton, Mertactor, Collace, Tarsus, Ochecate (Five Sisters 0837), and Wonster (Five Sisters 0508), before turning around and retracing the route. It is a long voyage with many different exotic ports of call. Faldor is a comparatively minor stop, but the vinspice cargo that is to be picked up there is reasonably important.

Arrival at Faldor: Having left Flammarion, *Star of Iderati* makes its jump to the Faldor system. There is nothing of interest for the ship at any of the worlds in the system except Faldor itself, so the vessel emerges from jump fairly close to the planet and quickly assumes an orbit around the world.

Signs of Trouble: Almost as soon as the ship emerges from jump space, the crewman in charge of communications begins attempting to raise Sharurshid's factor on the planet. There is, however, no response; several hours of repeated signaling attempts fail to raise any reply.

From orbit, too, it becomes plain that there is trouble around Vassersbenk, where the offplanet trade on Faldor is centered. The city appears to be in a state of siege, surrounded by nomad tribesmen. High-resolution orbital observation reveals that the nomads are employing siege weapons (which were thought to be unknown among the upland cultures). Catapults are being used to hurl both rocks and a flammable substance at the city, and there are clear signs that Vassersbenk could be taken by the nomads soon.

The captain of the *Star of Iderati* has the responsibility of safeguarding Sharurshid's factor on the planet. The fall of Vassersbenk would not irretrievably threaten company operations on Faldor (they can be transferred elsewhere easily enough), but rescue of the factor from the endangered city is paramount. She already has failed to establish contact, but the captain cannot make any assumptions. A team must be sent to the surface to investigate.

LANDING PARTY

The adventurers, part of the starship's complement of extra crewmen, are selected to descend to the planet's surface. Their mission is to locate the factor and bring her out of Vassersbenk. As Sharurshid policy is to maintain minimum interference in local matters, the group is to refrain from getting involved in the fight for the city, at least for the moment. They may carry weaponry for self-defense, but should use it only as required to rescue the factor and get back off Faldor. The captain emphasizes this point several times, for he does not wish to be the person to make a decision to violate company policy regarding Faldor, and thus doesn't want the responsibility of intervention resting on him or members of his crew.

Equipment: The launch is stocked with a variety of gear of possible use to the adventurers. The list of available equipment includes the following items.

2 Survival Kits: Each kit contains the following.

- ***1 Filter/Respirator Combination:*** as per basic rules. Negligible weight.
- ***Water:*** 8 1/2 liter cans of distilled water. 6 kg.
- ***Food:*** A 30-day supply of dietary supplements and food concentrates for one person. 1.5 kg.
- ***30 Cold-Light Sticks:*** Each stick provides soft light for 24 hours, and cannot be turned off once started. Total weight is .3 kg.
- ***1 Commlink/Beacon:*** A combination long range communicator and signaling transponder. 1.5 kg.
- ***4 Flares:*** Signaling devices emitting colored smoke and bright light for 15 minutes. 1 kg total weight.
- ***1 Survival Rifle:*** A lightweight rifle that can be disassembled for storage. Uses a 5-round magazine; 100 magazines are included. Treat as rifle-2 for all-purposes. Total weight 2.5 kg.
- ***1 Tarpaulin:*** as per basic rules. 2 kg.
- ***Cord:*** 300 meters of 2 mm diameter line.
- ***Rope:*** 50 meters of I cm diameter rope.
- ***Grappling Hook:*** A lightweight 3-pronged hook.
- ***Climbing Spikes and Hammer:*** 24 lightweight metal spikes for rock climbing, and a hammer to drive them in. Weight of cord, rope, hook, spikes, and hammer is 1.5 kg.
- ***First aid Kit:*** Small package for field treatment of minor injuries. 1 kg.
- ***Machete:*** Equivalent to a Blade. .35 kg.
- ***Binoculars:*** As per basic rules. I kg.
- ***Sheltersuit:*** A coverall garment that can combine complete protection from weather and temperatures. The suit is not self-contained; the wearer is not protected from the atmosphere, just the weather.
- ***Heat Pump:*** Used with the sheltersuit; battery can provide 30 days of heating or cooling, both for suits and for small shelters. Suit and pump weigh 2 kg.
- ***Water Purification Gear:*** A distilling apparatus using chemicals and filters to make water potable. 1 kg.
- ***Raft:*** An inflatable, 1-man raft, capable of carrying a total of 120 kgs. Weight is .5 kg.
- ***Miscellaneous:*** Compass, fishhooks and line, matches, etc. Negligible weight.
- ***Survival Manual:*** Portable, hand-held microfilm viewer with instructions for survival under a variety of adverse conditions. .1 kg.
- ***Carrying Case:*** 50 x 40 x15 Cm. Weight .1 kg. Total kit weight is 23 kg.

Carpentry Tool Set: Per basic rules.
Metalwork Tool Set: Per basic rules.
Chain Saw: Per basic rules.
Mechanical Tool Set: Per basic rules
Electronic Tool Set: Per basic rules.

Individual Gear: Each character may carry the following equipment as personal gear.

- ***Personal Weapons:*** Characters may carry weaponry their characters have skill with, plus suitable accessories and ammunition. Remember, however, that weaponry is intended for self-defense.
- ***Personal Armor:*** Characters may wear jack, mesh, or cloth armor, as they desire.
- ***Sensory Aids:*** Any sensory aids from the basic rules equipment list may be carried; limit 1 item of any type to a person.
- ***Communicators:*** Each character may carry a tech 8 short-range communicator.

Individual equipment should be specified prior to the group's departure from the *Star of Iderati.*

The Launch: The launch is a standard model small craft, capable of carrying 2 crew and 8 passengers, plus 8 tons of cargo.

LANDING AT VASSERSBENK

The descent from orbit is uneventful. As the launch descends towards the beleaguered city (there is space within the city walls to land, and no reason to conceal their arrival - the lowlanders are used to it, and it will make evacuation of the factor easy), the appearance of the craft causes a panic among the nomads. Most of them break off their attack and withdraw towards a patch of woods south of town, abandoning some siege equipment, and hauling some with them behind bullophants or teams of clarabhars. It is possible that the adventurers have saved Vassersbenk without the direct confrontation that so worried the captain, but he orders the group by radio to proceed with their mission.

Landing within the walls in a relatively open field, the launch is quickly surrounded by lowland soldiers and civilians who seem overjoyed to see it. Representatives of the city's priest-king push their way through the crowd to greet the adventurers as they emerge from the ship.

It is now late afternoon and the light of the setting sun illuminates the damage done by the nomad siege engines. Large boulders lie at several points, flung by catapults; a few have breached the walls or caused damage to buildings within the city. Smoke rises from burning fields and smoldering buildings. Dead lowlanders can be seen near the landing site, and many of the throng around the launch bear wounds. But the arrival of the vessel and the retreat of the nomads have lifted spirits.

The priest-king's representatives greet the adventurers warmly; clearly the prayers of the city have been answered, and the gods have sent Sky Men down to save them from the fury of the nomads. The group has only to name what they need, and the city people will endeavor to help in any way possible.

When asked about Tanya Maison, Sharurshid's factor, the officials express regret. Tanya is not in the city any more. Almost a month ago, when the nomads made their first appearance at the city, she was injured when a catapult boulder hit the building she used as an office and warehouse. The injury was not too severe, but she became ill and feverish. Others wounded in that first attack were gathered together and evacuated by water to another, smaller town further along the caravan route, there to be transferred to a caravan bound for the empire. It was deemed preferable to move the sick and injured rather than keep them in any of the communities in this region, since their presence here would only serve to consume supplies in a prolonged siege. Tanya's office and warehouse have been kept locked up, pending her return or a visit by her fellow Sky People. Some of her artifacts were damaged, but the officials hasten to add that there is still vinspice awaiting shipment, if this is the price of the groups aid this day.

NIGHTTIME DISASTER

The captain orders the landing party to remain in Vassersbenk overnight, gathering records and gear from the warehouse and loading the vinspice cargo. Based on usual caravan transit times and the information gained so far, *Star of Iderati* should be able to locate the general area of Tanya's caravan and pinpoint the location of any caravans in that area. The group can get there in a matter of a few hours using the launch, but it must wait until morning when the starship can again use orbital observation techniques.

The adventurers are able to load the cargo and recover all of Tanya's gear without great difficulty; it takes only a few hours. One thing is too large to load, a hovercraft parked in a large, locked stone building adjacent to the warehouse. Used for trips where native transport would simply take. too long, it is remarkably well-adapted for use on the open steppes of Faldor. But it is too large to be loaded aboard the launch, so the captain orders the group to leave it where they found it.

Having completed their work, the adventurers are invited to sleep in the palace, a far more comfortable option than sleeping aboard the launch. Guards are posted over the boat to make sure it remains safe through the night, and the adventurers retire.

But after seemingly no time at all, shouting, loud sounds of lowland musketry, and other noises jerk them awake. It is almost dawn, but outside there is already a great deal of light, for fires are raging again in the streets of Vassersbenk. The nomads have returned... and the battle has resumed.

Amid the noise and confusion, one cry is taken up that brings the adventurers out of the palace at a run. "The Sky Ship - look to the Sky Ship!"

STRANDED

Reaching their ship, the adventurers see the reason for those cries with a sinking feeling of despair. Renewed shots from the nomad siege engines have scored a telling hit; a large boulder has struck the aft section of the vessel. The hull is tough, designed to withstand many dangers, but a direct hit by a boulder designed to batter down a city wall is bound to do some damage - especially when it hits the housings for the launch maneuver drives. Their worst fears are quickly confirmed; a check of the controls reveals that the engines are damaged beyond any chance of repair on this primitive world. The group's sole link to the unstreamlined ship hanging in orbit is gone.

REFEREE'S INFORMATION

Following the damage to the launch, events should continue to unfold quickly. Input from the players may, of course, modify the course of events as suggested here.

BATTLE AT VASSERSBENK

There is, of course, an immediate problem for the adventurers to cope with - the nomad attack. Now that they cannot escape in the launch, intervention in the course of the battle certainly counts as self-defense, and the group's weapons will make a 'difference. Range and accuracy will permit them to exercise a telling impact on the battle. The referee may describe this portion of the scenario in as much or as little detail as is desired; it may be followed closely, or abstracted.

In either event, the superior weaponry of the adventurers will drive off the nomads again - but at a cost. The referee should keep track of available ammunition supplies; the more the group uses now, in the defense of Vassersbenk, the less they will have later.

AFTER THE BATTLE

When things quiet down, the group can take stock of their situation. There is no way they can return to the ship; it will be necessary for the freighter to refuel at airless Ishak, jump to Flammarion, and pick up a new launch, before returning to pick up the party again. Counting transit time to Ishak, refueling time, and possible delays at Flammarion, it will be over three weeks before the adventurers can be rescued from Faldor. A great deal can happen in three weeks.

The captain, by radio, proposes that the adventurers take Maison's hovercraft and set out to the caravan where she is believed to be - which was spotted from orbit while the battle at Vassersbenk was still raging. The caravan is nearly 1700 kilometers from the borders of the empire; this is just over 28 hours of travel time by a cruising hovercraft.

The adventurers can locate the caravan, find Tanya (if she is there), and report the fact to the ship. After *that Star of Iderati* will depart. The group can find a place of safety and wait for the ship's return. The captain still feels it is important to find Maison and make sure she is all right; he feels that this course of action will be the best way to make it possible to get all the endangered company employees out safely.

HOVERCRAFT JOURNEY

The hovercraft is the standard model described in the basic rules. It displaces 8 tons, and runs on an air cushion at an altitude of 1-3 meters. It cruises at 60 kph, and is capable of bursts of speed up to 150 kph. However, attempts to sustain speeds over cruising speed for more than an hour or so can result in strain on the engine, with consequent possibilities of failure. The fuel supply permits a range of 2,000 kilometers between refueling stops, and the fusion power plant runs on water.

Hovercrafts generally work well over water or fairly level ground, but cannot negotiate broken ground, precipices, or the effects of severe weather It needs a crew of one, and can carry up to 15 passengers and 3 tons of cargo. It is unarmored and unarmed. The capacity permits the entire party and all their gear to be transported in the vehicle; they could even, if they wish, accommodate additional personnel, guides or other NPCs from the city, if they fell a need for them.

The journey that follows covers 1,700 kilometers. The adventurers set speed as desired. Navigation presents no problem, as the hovercraft can be guided towards its destination by the orbiting starship. The referee should regulate encounters and events that occur along the way.

Decision: With about 500 kilometers left on their journey, at a point late one afternoon, reports from the ship take an alarming turn. Thus far, the party has encountered no nomads on their journey since Vassersbenk was left behind. Now the ship warns of trouble. Another fairly large body of nomads has been spotted closing in on the caravan the group is heading for. Estimates indicate that they will be attacking the caravan within four hours... long before the hovercraft could reach the caravan at cruising speed. The only hope of getting there would be to push the hovercraft to the limit - a potentially hazardous situation.

The decision is up to the adventurers, but they should be strongly encouraged to make the effort. As in Vassersbenk, the nomads could be held off from the caravan with the group's weapons. Humanitarian considerations aside, there is a strong possibility that Tanya Maison is with that caravan, and they are her only hope of rescue from an overwhelming nomad attack.

TO THE RESCUE!

By pushing the hovercraft to top speed, the party can reach the caravan in 3 1/2, hours, shortly before the nomads are expected to arrive. After the first hour of full-speed flight, a roll should be made every hour on 2d to determine the effects of this sustained strain on the engines. On a roll of 9+, engine noise and problems in handling begin to become evident; the problem can be temporarily corrected by application of a roll against dexterity, with a DM - mechanical skill. Each time a problem occurs future rolls for engine strain receive a DM+I.

If the roll was 12+, the engines give out entirely; as with the launch, repairs simply won't be possible on Faldor.

Referee's Note: Some manipulation of rolls may be advisable for maximum game impact. The engines should last long enough to get the hovercraft to the caravan, at least; ignore total failures prior to that. During the trip, however, a few warning signs of engine strain can be used to increase tension.

The referee who doesn't mind some blatant manipulation in game affairs should feel free to make failure of the engines certain after the hovercraft reaches the caravan, thus stranding the adventurers with the caravan. At. any event, the engines will be in bad shape at best, after the flight. Engine strain should become a feature of *any* hovercraft flight thereafter, with rolls made even when the vehicle is operating at cruising speed or below.

The Caravan: The caravan consists of six large wagons, each pulled by a pair of trained bullophants. The

wagons have a capacity to hold up to 5 tons of cargo each (with a person counting as 200 kgs, so that total capacity for passengers would be 25 people each). Unlike most cargo caravans, the wagons are filled to capacity with people, 150 in all (plus a driver and a lookout for each wagon). Thirty of the passengers are caravan guards, armed with crossbows and other local weapons.

Upon approach of the hovercraft, the lead wagon pulls up, halting the caravan. As the adventurers land, a figure breaks from a cluster of curious onlookers and runs forward. It is Tanya Maison, the factor.

Tanya's Story: The factor explains in quick, excited sentences that she was unable to keep from being sent from Vassersbenk; she was too sick to do so. She only began to recover after the refugees were transferred to the wagons at the head of the Renvas River. By that time, of course, it was too late to do anything. She couldn't turn the caravan back, and she wasn't about to attempt to hike back to the city.

She claims to be fully recovered now, but she still seems pale and weak. She is also very upset when the groups plight - the loss of the launch, and the problems at Vassersbenk - are revealed. Tanya has become very attached to the people of Faldor's lowlands, and she is especially disturbed by the captain's wish to avoid direct involvement in planetary affairs.

ATTACK

Even as all this is happening, danger threatens. Out of a patch of forest to the west, a large number of riders suddenly emerge, charging towards the caravan. Arrows begin to fall from nomad bows, and the caravaners, distracted by the adventurers, scramble to assume a defensive stance.

If the hovercraft is out of action, the group has no choice but to stay and fight. Should it still be in working order, however, there will still be a problem in getting away. Tanya, as the attack begins, snatches up one of the group's weapons from a seat and plunges into the crowd of caravaners, preparing to aid in the defense. She doesn't intend to abandon the caravaners. It is up to the adventurers to decide if they wish to abandon Tanya. (But it should be noted that she is a comparatively senior Sharurshid employee. All groundside factors are senior to all starship captains in the Sharurshid hierarchy, and her desires should not be ignored. Abandoning her, tempting as it might be, would not be a good move.)

As with the fight at Vassersbenk, the superior weaponry of the adventurers should be sufficient to overcome the attackers. They number several hundred, but break and run, as it becomes plain that the adventurers' firepower can overcome them. Again, ammunition expenditure will be an important consideration, too, and should be tracked carefully.

A NEW DIRECTION

With the end of the battle, the party can again breathe easy. Maison gathers them around a radio, so they can take stock of their situation together with the ship in orbit. As Maison points out, there has been a major new influx of nomads raiding into the lowlands, the largest in many years. Also, the nomads are now using siege equipment, previously unknown. Rescue of the party on the ground is still important, and she confirms the need for the ship to get a new launch at Flammarion.

But she refuses to turn her back on the lowlanders. Rather than run for safety (even assuming the hovercraft is operable), Tanya insists that they help the caravan until the ship returns. The nomads could easily overrun many lowland cities, given their ferocity and their new siege tactics, and that would be both a serious blow to Sharurshid's trade, and, more altruistically, a terrible fate for the civilization in the lowlands. Therefore, the party will remain with the caravan until a new launch can get to them and give them the flexibility to respond to the developing crisis on Faldor.

NEXT

With the departure of *Star of Iderati*, the adventurers are now truly depending upon their own resources. What happens during the time between the ship's departure and its return is covered in the next adventure - The Hunted.

The Hunted

This scenario follows shortly after the end of the previous scenario. It brings the adventurers face to face with the nomads, in a situation fraught with danger. The situation opens not long after the defeat of the nomad attack on the caravan, as the party is proceeding towards its destination, a lowland city.

Material prior to the section on Referee's Information may be read by or explained to the players as the adventure begins; the remaining portions of the scenario are for the referee's eyes-only.

ON THE CARAVAN TRAIL

The caravan, having held off the nomad attack, is proceeding on its way; its destination is a town near the border of the empire, Dumgenschloz. Six local days have passed since the adventurers joined the caravan (almost 8 standard days); two standard weeks remain before their ship is due to return.

There has been no sign of the nomads since the battle, though superstitious caravaners claim that the almost constant presence of the small flying animals they call "Watchers" shows that the nomads are still taking an interest. They claim the "watchers" are capable of spying upon the caravan and reporting back to sorcerers of the nomad tribe. But there are no tangible signs of native pursuit.

Despite this, Tanya Maison is determined that the offworlders will stick with the caravan until it reaches Dumgenschloz. She is sure they can protect the caravaners until they reach the safety of the town, where units of the emperor's army will be capable of holding back the nomads.

One major hurdle remains. Ahead lie the Pillars of Stone, a point where the caravan trail passes through a gap between two ridgelines. It is a natural place for an ambush. Scouts have been sent ahead and reported the gap to be clear except for the ubiquitous Watchers, but there is still much concern over the possibility of an attack. The nomads are believed to possess so many powers and talents that the caravaners are convinced they face disaster no matter what they do. So the caravan pushes on towards the Pillars, but all the people in it share a single thought... death awaits them all.

AMBUSH

The fears of the caravaners are soon realized; an ambush has indeed been set for them. As the caravan passes the Pillars, death rains among them from above.

Hidden amid the rocks above, the nomads seem to have appeared by magic; only a few minutes before, scouts were unable to locate any definite signs of a nomad presence. But the cunningly concealed barbarians were there, and now they spring their trap. A number of rocks and small boulders come falling from the slopes above, as do a volley of arrows, some of them flaming. Almost simultaneously, scouts ahead and behind the caravan send up the alarm; nomad horsemen are sweeping in from both sides, weapons ready.

If the adventurers still retained their hovercraft from the previous adventure, the ambush puts a final end to the vehicle. The nomads pay special attention to the flying craft, pelting the open-topped vehicle with large stones and a hail of arrows. Characters in it must roll dexterity or less to avoid being hit in the first round by the rocks crashing into the control area; failure of the throw results in 3d damage immediately. Each will also be the object of 1d attacks by short bows at medium range.

This initial attack smashes the hovercraft controls, rendering it inoperative. At the same time, the ambush takes its toll on other parts of the caravan. Three of the large wagons are set afire almost immediately, and the others are crippled as bullophants drawing them fall to nomad archery. And the people of the caravan are falling, too, brought down by the fury of the attack. Even the weapons of the stranded offworlders can't help much; there is little way of even locating the attackers concealed among the rocks, and those attackers are maintaining a deadly fire.

Then it is over almost as quickly as it began, the arrows stop falling, and the advancing riders ahead and behind the caravan hold up their charge, gesturing at the sky. Above, the disk of the sun has been bisected by a dark shadow. An eclipse has begun, and the nomads have stopped their attack.

Within moments, a handful of nomads ride forward, holding unstrung bows above their heads. A caravaner tells the others to cease-fire and hold fast; the nomads are making the signal for a parley. In token of acceptance, he waves a sword over his head, holding the blade with hilt uppermost.

The nomads come forward. The obvious leader of the group, distinguished by superior armor (some of it evidently plundered from imperial soldiery) and by a necklace of animal teeth, speaks in the lowland trade tongue, slowly but clearly.

Diloran, the Sacred Moon, has interceded on behalf of the strangers. Some of the Callers in the tribe have taken the coming of the eclipse just at the height of battle to signify divine displeasure at the attack, though others dispute this and call for the death of the lowlanders and their wizard allies. The only way to resolve the question is through Idilorkar, the Rite of Justice, in which Diloran itself will settle the fate of the strangers of the plains.

The Rite gives the tribe's enemies a chance to escape. They may have a period of time to prepare themselves - the time it takes a ritual candle to burn down (about an hour) - and to leave this place. But while they are doing so, the tribe will prepare a Great Hunt. If the strangers can keep out of the hands of the hunters until the next time the moon covers the sun, they will be allowed to go free. Should the hunt catch them, their lives are forfeit.

Submission to the Rite is voluntary; but those who do not do so will be attacked with renewed violence. The rite gives the strangers a chance to escape.

The nomad has taken two minutes to make his speech; he now indicates that they have until the end of the eclipse (about five more minutes) to give their reply. Then the nomad and his party turn away and ride back to the nomad lines.

It is a choice between a battle to the death, or a chance to elude pursuit and escape. The decision is up to the survivors of the ambush to make. The caravaners are in favor of risking all on the hunt; there are stories of others that have survived the ritual, so there is a chance, at least. Durngenschloz lies only 200 kilometers away; fugitives might win through despite the tracking skills of the upland tribesmen. The chance is worth taking; the Rite of Justice offers the best hope of survival.

REFEREE'S INFORMATION

Naturally, it is possible that the adventurers will want nothing to do with the Rite. If so, the caravaners who have survived will leave them, and the party will be left to face the nomads alone in an outright battle. Even with superior weaponry, the group is outnumbered enough to make the results almost inevitable. Under the ritual hunt, on the other hand, it is likely that ceremonies and other formalities will limit the nomads in various ways, which will work to the group's advantage. They should be urged to accept the nomad rite as the best way out of a bad situation.

PREPARATIONS

Once the adventurers and their caravaner companions have accepted the justice of the Rite, the nomads come forward again to explain the conditions of the hunt.

The prey will be divided into groups of 15 or fewer people. A specific Hunt will follow each; hunts are directed by nomads seeking elevation to the rank of Hunt Leader, and will consist of 50 hunters and their animals. Should a Hunt be eliminated or rendered leaderless, a new hunt will be formed. There are no other rules; it is strictly a game of survival and pursuit.

The nomad lights a candle and places it on the ground. Until the candle burns down, there is a ban on violence on both sides. The Hunt Leaders will undergo a ceremony of dedication and purification, lasting an hour. The prey may take the time to organize themselves, make what preparations they desire, and then depart the wreckage of the caravan. The hunters will follow when their ceremonies are completed.

The adventurers may now begin getting themselves organized. This basically consists of collecting equipment and forming into a group. Tanya Maison will urge the party to stay together (if they have ideas about splitting up), but caravaners might be added to the party to bring the number up to 15. This is entirely up to the referee. There are sixty caravaners left, most of them caravan guards (though a few are, like Tanya, civilian evacuees from Vassersbenk).

The referee is urged to explain what they need to do, and then permit the players to get prepared - keeping track of the time they spend doing so. This real-time interval is the same period of time that passes in game terms; remaining time may be spent getting away from the site of the ambush.

It is important that the group has kept track of available equipment and, especially, of ammunition used in the three battles fought thus far. Ammunition supplies are not unlimited, and will be very important over the course of the hunt.

RUNNING THE SCENARIO

Once the adventurers are ready, their flight from the Hunt begins. The players should make an immediate choice of where they will move from their starting position. As there are four groups of caravaners also being hunted, and the rules of the hunt forbid the prey to set off together, any particular chosen direction may be denied on a roll of 9+ on 2d, but this is the only limit imposed in movement. Once the group begins moving, a regular routine is established.

The Players' Detail Map is used to regulate movement. Each hex represents about 5 kilometers; it takes

roughly 1 hour to move through fairly easy hexes, longer when the terrain is more difficult.

For each hex entered, the referee determines several things. First, using the terrain present in the hex, the referee determines the difficulty of that terrain; this, in turn, is used to regulate the time taken to move through the hex (in 1-hour time periods) and the chances of becoming lost. The possibilities of encounters with pursuers are checked.

Once the referee has determined this information, the players are informed of that information which they could reasonably be aware of. For example, they would be aware of the difficulty of the terrain being passed through, but not of whether or not they were lost. Encounters and events are resolved as they take place, using standard *Traveller* procedures. Attacks by pursuers and other encounters of this kind are also resolved.

The party need not move all the time. They may stop for any of a number of reasons; to ambush pursuers, to construct a trap, or to rest. When characters do not move, other activities - movements by pursuers, special events, and so forth - continue as always. Time should be tracked carefully, since many factors, such as weather, the time remaining before the next eclipse and the ability to go without rest all depend upon the passage of time.

The adventure ends when the party reaches Durngenshloz, or when another eclipse puts an end to the hunt.

TERRAIN AND TRAVEL

Two copies of the same detail map are included, one for the players, and one for the referee. Both show the overall terrain type in each hex, but the referee's map, in addition, shows the Difficulty Level of each hex. There are four levels of difficulty: easy, moderate, hard, and impassable. Each has specific effects on travel, and on the chances of becoming lost.

Difficulty Effects: The various difficulty types are described below.

1. Easy: Travel time is 1 hex per hour. Apply a +4 to chances of becoming lost.

2. Moderate: Travel time is I hex per 11j hours. Apply a +1 to chances of becoming lost.

3. Hard: Travel time is 1 hex per 2 hours. Apply a -2 to chances of becoming lost.

4. Impassable: Equivalent to Hard terrain, but the exit direction is determined at random. (Roll 1d; 1 is north, and so on in a clockwise direction by hex-sides.)

SPECIAL TERRAIN FEATURES

The River: The river can be crossed safely only at fords (which are noted on the referee's map, but can only be found by the player-characters if they spend an extra hour searching for a ford in the appropriate hex). Characters can build a raft (requires materials from a woods hex, a carpentry tool kit, and 2 man-hours of work - without moving from the hex - per person to be carried); rafts move down-river (towards the city) at a rate of 2 hexes per hour. It is extremely dangerous to attempt to swim the river, due to steep banks, a swift current, and predatory river life.

Trails: Trails marked on the map have a constant difficulty level of 1, and characters on trails cannot become lost.

TRAVEL CROSS-COUNTRY

Certain considerations must be taken into account, as discussed below.

Endurance: Characters can travel without difficulty for a number of hours equal to endurance without ill effects. After this time, travel may continue, but all stats are halved from fatigue. After a similar period of fatigued travel, roll against (fatigued) endurance once each hour; a roll of less than or equal to that figure is required to permit further travel without rest.

Rest: A tired character who rests for 16-Endurance hours recovers totally, and may travel again without difficulty.

An exhausted character will need an additional 2d hours to recover totally; otherwise the character begins fatigued.

Becoming Lost: The type and difficulty of terrain determines the chances of becoming lost. Characters becoming lost move in an essentially random direction, much like Impassable terrain, but they do not realize the fact. The chances of becoming lost are checked each time a new hex is entered; the referee keeps track of the group's true position on the referee map, and informs them when they are entering terrain that disagrees with the terrain type they believe they should be in. This is the only clue characters will have of having become lost.

The chance of becoming lost is expressed as a number: a roll of 2d greater than or equal to that number means the group has become lost. This is generated by adding the basic chance of being lost in a given terrain type to a difficulty modifier.

BECOMING LOST TABLE			
Terrain Type	**Modifier**	**Difficulty**	**Modifier**
Open	+10	Easy	+4
Rough	+9	Moderate	+1
Woods	+8	Hard	-2
High Ground	+9	Impassable	-2

Throws regulating the chance of becoming lost have specific modifiers applied, as well: characters with navigation skill present, DM-skill level; movement at night, DM+3.

When a party becomes lost, roll 1d; on a 1 or 2, they enter the hex to the left of their intended path, 3 or 4, to the right, and 5 or 6, a hex of the referee's choice.

Traps: The referee should establish the requirements in time and material to permit the group to constant traps or other artifacts. Player ingenuity should be encouraged in creating such equalizers.

PURSUIT

The pursuing Hunt begins to track the group as soon as the allotted time passes. The 50 individuals of the Hunt disperse into ten 5-man parties, each supported by various empathetically controlled animals. When a party discovers prey, the Hunt Leader and the bulk of the tribe begins to close in on their target. Otherwise they move in the most likely direction of the prey's flight, in this case, along the trail towards the city. The Hunt Leader, who remains with the bulk of the tribe and uses Watchers to control the overall progress of the Hunt, coordinates the hunt itself.

For purposes of this adventure, the Leader of the Hunt is considered to represent the focal point of the search. The further away from the Leader the adventurers are, the less likely an encounter with hunters will be. The Leader begins at the ambush site, and is moved by the referee on the Referee's Map. The Leader is moved one hex every two hours, day or night, regardless of terrain. Most of the time, the Leader will follow the caravan trail. However, when the adventures encounter a hunting party, the Leader will get an immediate bonus movement in the direction of the encounter. The Pursuit Table regulates this movement. Should the adventurers split up (not recommended, but possible) and two encounters occur simultaneously, the direction is towards the closest party, or the party of the referee's choice.

The Hunt Encounter Tables (located in the Charts and Tables appendix) regulate the chances of meeting hunting parties. Ranges from the Leader and terrain types are the main factors controlling the table. Roll once per hour for pursuit. Pursuit encounters are resolved according to normal encounter rules; nomads always receive a +2 on surprise rolls, in addition to other modifiers. Other tables give the nature of specific encounters with hunting parties.

RESOLUTION

The object of the game is survival. The adventure ends when the party has safely accomplished the conditions of the Rite. Characters who do so will be sought out by nomads (who find them through Watchers), and will be informed that they have earned a special place as favored "Chosen of Diloran." The nomads will give them gifts of weapons worn by the Hunt Leader.

NEXT

Exhausted from their ordeal, the adventurers will have escaped their nomad pursuers, and have made it to their destination. They have learned something of the nomads; now, at Dumgenschloz, they may have a chance to put that knowledge to good use as they continue to await rescue, in... Throne of Iron.

Throne of Iron

This scenario commences after the end of the previous scenario, "The Hunted" with the arrival of the adventurers at Durngenschloz. In the course of the situation, they are given a chance to interact with both the nomads and the lowlanders of the Empire of Jarlshalt. The referee should allow the players to read only the first page of this folio, which contains information readily available to the characters. The remaining material should be kept secret and revealed to the players only as the circumstances of the adventure dictate.

The scenario deals with the secrets of the nomad tribes, and details a scenario to be played out as player-characters seek to sway the nomad leader Renvoran, who sits upon the *Throne of Iron*.

OUTPOST OF EMPIRE

The town of Durngenschloz is a heavily fortified bastion of the frontier of the Empire of Jarlshalt. It is not a large town, but it is an important link on the caravan trail, and a major frontier outpost. A full Kampfenkore of the Imperial army - a 10,000 man military unit of pike and musketry - is stationed at the town, and it has powerful defenses that render it impregnable to ordinary nomad incursions. Even equipped with siege weapons, the nomads will find the citadel of Durngenschloz a formidable obstacle, should they choose to attack it.

Durngenschloz is under the authority of a military governor, the Lord Addulf. Addulf is an intelligent and sophisticated patrician, remarkably free from the superstitions and fears of his fellow citizens. The arrival of the adventurers, with their strange weapons and clothing, interests Addulf, who has heard of, but never met, the Sky Men. The fact that they have survived a nomad ritual hunt makes them doubly interesting to the patrician army officer.

Summoned to an audience with Addulf, the adventurers are impressed by the patrician's charisma and wit. Addulf questions them closely concerning their recent ordeal, and is plainly impressed by their deeds. He also shows particular interest in the fact that the nomads accorded the party great respect for their escape. He believes that this could be a valuable asset - if the adventurers would be interested in helping him in a hazardous undertaking.

ADDULF'S PLAN

Lord Addulf knows a great deal about the current nomad incursions into the lowlands that was not known to the people of Vassersbenk. Several major tribes of the uplands have been united under a charismatic new leader, the "Great Chieftan" Renvoran. But Renvoran is being supported and advised by an imperial refugee, the ex-Marshal of the Empire, Lord Karl. Somehow Karl has managed to bridge the boundaries of mutual hostility and suspicion between lowlanders and upland nomads, carving a place for himself among the nomad tribesmen following his expulsion from the empire for treasonous activities. As a former military officer of considerable skill, Karl took with him knowledge of siege-craft and many other military secrets of the lowland cultures. He also took with him a strong hatred for the empire, and he has been using his influence to bring Renvoran's nomads down upon the lowlands.

Renvoran is apparently working in two directions. One of his most skilled commanders was dispatched against distant Vassersbenk with a sizable force to destroy the caravan route at its strongest point, a move that could have serious economic and political repercussions within the empire. With a somewhat smaller force, Renvoran himself is busy campaigning here, along the imperial frontiers, mostly in order to scout out the land and size up the military strength of the region. The nomad threat is a serious one, and it falls to Addulf to stop it.

Unlike many of his peers, Addulf does not believe the nomads to be demons, servants of demons, or sorcerers. They may have talents and abilities beyond those of the lowlanders, but Addulf regards these as superior knowledge, not manifestations of supernatural power. He regards the nomads as men, and, as men, he feels they can be reasoned with. Rather than attempt to fight them (an uneven contest; they can run from a battle they don't want, and use their superior mobility in battles they feel they can win), Addulf wishes to negotiate with Renvoran's nomads. Perhaps by finding out what Lord Karl has used to stir up the nomad attack, Addulf can find a way to come to a settlement... and, he hopes, to gain custody of Karl before he causes more damage.

Ordinarily, emissaries sent to Renvoran tend to come back without their heads. But Addulf now feels that he has a way to deal with Renvoran. The nomads respect the adventurers who escaped the Hunt (they were the only group to do so); perhaps Renvoran will permit a delegation accompanied

by the "Chosen of Diloran" to come and go safely. The patrician entreats them earnestly to help him avoid more bloodshed, and volunteer to assist his embassy. He adds, rather surprisingly, that he himself will be staking his life on the delegation; if the adventurers agree it will be their party plus Addulf that will ride out to meet Renvoran, come what may.

Tanya Maison, the factor, sees an opportunity. Addulf is a distant cousin of the current emperor, and wields a fair amount of influence; she begins negotiating with him. If the attempt to contact the nomads ends in success, they agree, Addulf will use his influence to work out favorable trade terms for an expanded offworld presence on Faldor. Tanya sees the day when most major cities on Faldor will have enclaves of traders, and exploitation of the world's resources can be widened.

She, at least, is willing to risk death for this chance at a concrete deal with Addulf and his superiors. Tanya won't force any of her companions to accompany her; it is strictly left on a volunteer basis. She does mention the possibility of a sizable company bonus when the Star *of Iderati* rescues them a week hence. But the decision is up to the adventurers. (When Tanya volunteers, so do the surviving caravaners who came through the Hunt with the offworlders).

REFEREE'S INFORMATION

Once the adventurers have decided to accompany Addulf and Tanya (if they do), the adventure can begin.

PARLEY

Addulf will provide horses to each of the party, and will allow them to equip themselves with arms and armor from the town storehouses if they so desire. Early the next morning, they set out, escorted by a cavalry patrol, heading back up along the caravan trail towards the site, on the north bank of the river just south of Sword Hill, where the nomad tribe has reportedly set up camp.

The party is armed, but Addulf carries an unstrung nomad bow that he can employ in the traditional sign of parley. As the party travels on, they come across a small force of tribesmen, who make ready to attack until Addulf signals a parley.

The nomads respond in kind, and Addulf and the adventurers ride forward to the nomad group. "I am the Lord Addulf," the patrician says in the trade tongue, "and these are the Chosen of Diloran who eluded your huntsmen only days ago. We seek safe conduct and escort to the Great Chief, to treat with him on matters of importance."

One of the nomads replies in the same language. He will take Addulf and his people to Renvoran, but makes no promise of safe-conduct; that is for the great Chief to decide. Addulf's party will reach the camp in safety, but there is no guarantee they will return the same way. Addulf agrees almost immediately, without consulting the others, and rides forward.

The adventurers are perfectly free to turn back; no action will be taken against them. However, Addulf will certainly not honor the agreement with Tanya unless the group accompanies him.

THE NOMAD CAMP

The force now gathered at the nomad encampment is much larger than the group that wiped out the caravan and hunted the adventurers. It contains at least 10,000 nomad warriors, plus women and even children. When the nomads go to war, they do so as if they were engaged in a normal migration. Women and children tend the herds, while the warriors sweep their enemies from the plains. Now the whole nomad community has assembled in the river valley, and it makes an imposing sight.

Riding through the far-flung camp, the adventurers get their first real look at the nomads as part of a civilization, rather than as attacking warriors. The camp is crude by comparison with Durngenschloz, but it is evident that the tribesmen do have a rich and varied culture of their own. Nomads can be seen forging tools and weapons over small, portable furnaces' others are singing or telling stories to circles of listeners, painting, teaching children, and tending animals.

The animals are the most interesting part of the nomad camp, by far. Temporary pens hem in dirankors and the big-scaled clarabhars, but there are tradjors running freely in the camp, and a cluster of Watchers hangs low over one part of the camp. Nomads can be seen near various animals, standing in an oddly erect stance, eyes closed, oblivious to their surroundings. One of the groups' escorts gestures toward them, saying that they are Callers. If asked what they are doing, there is laughter, and the reply that they are "trance-calling" their charges. If questioned further, they deny that the Callers "talk" with animals. Callers can only commune, never talk, and even then, can only do so when in the Trance of Communion. They are not able to explain further; too many unfamiliar concepts are involved.

THE GREAT CHIEF

The emissaries are taken to a magnificent tent near the center of the camp, and shown inside. Within are 20 or more nomads; one the adventurers recognize as the spokesman who parleyed with them prior to the Hunt. Another,

sitting on an impressive throne of iron-shod wood, is clearly Renvoran, the nomad leader. Addulf looks around, but does not see what he is looking for; he is heard to mutter "He is not here" under his breath.

Although allowed into the tent, the party is blocked from proceeding further immediately, and required to surrender their weapons before being permitted to approach the Great Chief. The nomads do not conduct a thorough search, and concealed weaponry will not be found. However, the guards seem to have good reflexes and no great trust for their visitors, so that rash moves are likely to provoke an immediate and lethal - response.

Once relieved of their weaponry, the members of the party may approach Renvoran. The nomad chief looks them over, and speaks. He compliments the visitors, the adventurers for their bravery on the Hunt, and the Lord Addulf on personal courage in coming here when his messengers were given such a poor reception. Perhaps, he says, there are lowland weaklings with the backbone to speak to the People of the Heights, after all.

Addulf uses the opening to inquire about the Lord Karl. Renvoran laughs. Karl is a useful servant and a knowledgeable ally, but no warrior; he is too soft. But why, he asks, does Addulf inquire about one who was driven out of the walled cities as a traitor?

The patrician launches into his plea for peace, saying that Karl has deliberately incited the Upland tribes to invade the lowlands for his own personal gain. He is no friend to the People of the Heights, he is using them as he has used others to achieve his ends. Addulf's words become impassioned; it is clear that the patrician has a deep personal grudge against Karl that he did not mention to the adventurers previously. The nomads realize it too, and Renvoran's question causes Addulf to admit the truth - Karl is his brother, who fled the empire after conspiring to raise the eastern provinces in rebellion against the emperor. Lord Addulf was caught in the middle, but was forced to support the emperor when it became clear that Karl's plans would wreck the empire.

Addulf knows something of nomad law. Karl he tells Renvoran, broke his solemn oath to the emperor, and is answerable for the consequences of his acts. The nomads detest oath breaking, prizing honor and honesty above all things in a person's conduct. Renvoran sends a messenger to summon Karl to the tent. The lowlander, when he arrives, is shocked to see the visitors, and more shocked still when Renvoran accuses him of oath breaking. Karl protests his innocence, claiming that Addulf is not telling the truth. Renvoran, faced by the contradictory stories, decides to settle the matter through tradition - in a trial by combat.

TRIAL BY COMBAT

The nomad trial by combat is not one man against one man; each side in a dispute includes the injured party and four supporters. If Addulf accepts the trial, he and four of the adventurers must face Karl and four nomads of Renvoran's personal guard. And Addulf certainly wants to accept; failure to do so would be an admission that he wasn't telling the truth, and would be disastrous.

The combat must be with swords and daggers, in a cleared area 10 meters by 10 meters across. The battle makes use of normal *Traveller* combat rules. The majority (3 out of 5) must live through the fight in order for the judgement to go their way. Characters can surrender and withdraw from the fight if they so desire, but count as casualties.

Victory on the field of battle will permit Addulf to take custody of Karl (unless he dies in battle). Moreover, the rebel from the empire has been discredited in Renvoran's eyes, and the nomad is willing to listen further to Addulf's desire to come to a peaceful settlement.

Karl caused the native attack by claiming the empire to be on the verge of launching an invasion of the uplands. Renvoran believed Karl's claims that the empire intended to lay waste to the nomad grazing grounds with fire and sword, and hastened to launch a spoiling attack. Karl's assistance in the construction of siege engines made the nomads confident of success. Actually, the nomads have no desire to occupy the lowlands. Other forays out of the Demon Plateau have usually been the result of local droughts or other problems, which threatened the usual pattern of nomad life, but the nomads themselves would never give up the upland steppes. They regard the lowlands as unpleasant and unhealthy (incidence of the plague are much lower in the uplands, for instance). Also, Renvoran says, tranceweed does not grow in the lowlands, and tranceweed is essential to the nomad way of life.

TRANCEWEED

The plant known as tranceweed is a wildflower that grows on the upland steppes and in mountain valleys beyond and above the steppes. It has never been seen in the lowland areas, and probably cannot grow there.

Tranceweed is essential to the nomad culture. Callers who wish to achieve the Trance of Communion chew the dried and crushed leaves. While in this state, Callers can "trance-call to certain animals, usually animals with which they have a close bond (pets or animals they tend on a regular basis). Also, tranceweed is used in rituals that bind the tribe together. When members of the tribe gather together and share tranceweed, they commune with one another, sharing emotions and feelings of oneness.

The Secret of Tranceweed: The adventurers will probably realize something of the nature of the nomads' tranceweed. In many ways similar to *tarsuline*, a rare fungus found on the planet Tarsus, tranceweed contains chemicals that can be used as the basis for psi drugs of various types. Even unprocessed tranceweed can significantly increase the native psionic potential of a user.

Callers in nomad society are those individuals with considerable native psionic strength. Though not trained or otherwise capable of controlling their talents (they really aren't even aware of their talents, except by demonstration and practice), the nomad Callers are instinctively able to empathize with other life forms around them. They can pick up on the emotions of people and animals with which they already have a bond of sympathy. To a lesser extent, they can manipulate emotions; they can calm an upset clarabhar, or send emotional signals that cause a chameleon-like Watcher to change colors. The group communions are less specific; everyone, regardless of psionic potential, is able to share in the experience, but it is more of a general feeling of togetherness and well being than a specific sharing of emotions.

Psionics: Psionic talents are generally regarded with fear and loathing within the Imperium, and the adventurers may feel a certain degree of prejudice against the nomads as a result of this discovery. They should be capable of determining the facts discussed above after having been exposed to the information Renvoran gives them. What they do with these facts is up to them.

Should Imperial authorities be informed of the situation, it is likely that Faldor will be looked over very closely. There is a good chance that the Imperium, if and when they absorb District 268, will re-impose the Interdiction just lifted less than a century before. Sharurshid would not be at all happy over such an outcome, and could offer large bonuses to the adventurers if they will promise to keep their new knowledge to themselves.

Other companies may well be equally interested in the secret. SuSAG, another Imperial megacorporation, is known to process and trade in psi drugs outside the Imperium, and could be approached for money to reveal the nature of this new source of psi drug chemicals. There could be other companies equally interested in the information, as well. Players may even set out to establish a trade in the plant on their own, assuming they can obtain a ship and locate a buyer of the product.

It should be emphasized that Faldor's nomads do not understand their powers or the nature of tranceweed. Player-characters could not expect to learn anything interesting about psionics on Faldor, and could not learn to accomplish even the rather elementary abilities of the natives (much less any actual psionic powers). The native abilities are not even handled according to the standard psionic rules; for all their inherent talents, Callers learn strictly by trial and error, and would have trouble teaching anyone else how to even approach their level of primitive knowledge.

TREATY

Having opened frank contact with the nomads, Addulf is able to offer assurances that the nomad steppes are safe - if nomad raiders spare the lowlands, in turn. After the Trial by Combat's vindication of Addulf's honor, and with the presence of the adventurers (still referred to as "Chosen of Diloran") to lend extra authority to the lowland nobleman, the nomad chief is inclined to take Addulf's word. He and his people would rather return to the Uplands and continue the round of herding, migrating, and hunting than fight in the lowland plains. For the nomads, war is neither an honorable nor a dishonorable profession, but rather an ordinary, infrequent requirement of life - in self-defense, rather than out of aggression. So Renvoran is perfectly willing to call off the invasion, until and unless he sees signs that the lowlanders really do pose a threat to his people.

The agreement between Addulf and Renvoran offers the first real hope of cooperation between two peoples who have always hated one another. The lowlanders have traditionally seen the nomads as magicians or worse and, fearing them, have always sought to wipe them out when the nomads descended from the plateaus. And the nomads have always seen the lowlanders as an obstacle blocking the tribes from grazing grounds when the uplands could not support the tribes due to natural disaster or other problems. Thus, each side has built a long-standing mutual enmity; now, perhaps, the first step has been taken to permit cooperation and friendship between the two cultures.

Of course, it is probably too late for Vassersbenk; over two weeks (standard) have passed since the adventurers departed, and by the time messengers could reach the nomads there and call them off, the town would probably be long since sacked. But the city can be reestablished, and the caravan route re-secured.

RESCUE

Within a week of these events, the *Star of Iderati* returns to Faldor, with a new launch available to pick up the castaways. The starship's planned route will be taken by another ship; *Star of Iderati* is to return to Iderati with the adventurers (and Tanya Maison) on board. At Iderate, they will inform Sharurshid executives of the various things they have

done and learned, so that the megacorporation can take steps to avoid future crises of a similar nature.

The debriefing completed, the adventurers will enjoy a special status. They are now "experts" on Faldor, and there is every chance that Sharurshid (and other companies, as well) will wish to employ them for fresh excursions to Faldor. Certainly the group can expect to be paid for their time, plus a sizable bonus (referee's discretion) for the hazards encountered on Faldor.

NON-PLAYER CHARACTERS

Some of the NPCs of importance to this adventure are given stats and skills below.

- **Lord Addulf** 788A6C Age 9 (local) 4 terms Cr 33,000 Leader-2, Equestrian-1, Admin-1, Blade Combat-2

- **Lord Karl** 955B5C Age 10 (local) 5 terms Cr 0 Sword-3, Admin-3, Tactics-2, Leader-2, Gambling-1, Musket-1, Brawling-1

- **Great Chief Renvoran** A9A93F Age 10 (local) 5 terms Cr0 Equestrian-4, Blade Combat-2, Bow Combat-1, Leader-2, Tactics-2, Caller-1

Other characters can be rolled up as needed from the character generation tables included in the first chapter of this section.

NEXT

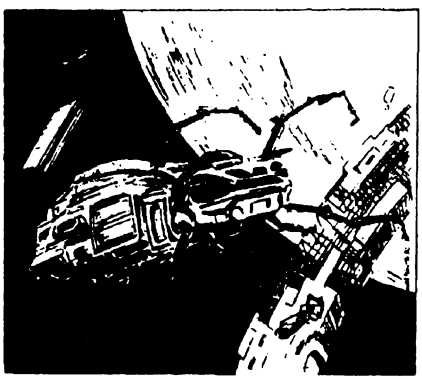
The adventurers have survived their dangerous visit to Faldor, and solved the problems facing the lowlanders. But the adventures need not end. Some other possibilities for adventures in the Faldor system are discussed in the next scenario - Further Adventures.

Further Adventures

The initial scenarios for Faldor are only a beginning to the adventures possible on the world. The Rules Section is filled with information that helps referees and players understand the planet and the way it works. Drawing on that data, and starting from the point where the other adventures leave off, and number of adventures can take place.

SEEDS OF ADVENTURE

The following are the beginnings of several adventures based on Faldor.



The Orbital Station: Following the events of *Star of Iderati's* visit to Faldor, Sharurshid quickly realizes that construction of a complete orbital starport facility should be pushed forward, so that additional shuttles can be kept on hand to avoid future strandings. Sharurshid will offer work to individuals with vacc suit experience, or skills such as mechanical, electronic, medical, jack of all trades, or engineering. These individuals will be employed in orbital construction work, expanding the partially completed station.

SuSaG: Following revelations concerning the nomads brought back by the adventurers, the megacorporation SuSAG begins to take an interest in Faldor. A SuSAG executive will be very interested in obtaining the assistance of individuals with experience on Faldor, such as the adventurers, in working with a team to be dispatched to the Demon Plateau to do some research into local botanical products.

The Junglend Wastes: The Collace Institute, headquartered on the high-population world of Collace, is taking a lead in paleontological research on Faldor. The desert regions of the Junglend Wastes offer an excellent area to begin researching the evolution of Faldor's ocean life, as the Wastes are a dead sea bottom which dried up several million years ago.

Revolt: Closer ties between Sharurshid and the empire are desirable to offset the growing powers of the upland nomads, but this also forces company personnel to become more involved in the unstable political situation of the region. One of the periodic military revolts in the empire might catch the company in an awkward position, along with adventurers involved in solidifying local contacts.

Urkaan Outpost: The small research outpost on Urkaan is involved in experiments with cryogenics, The industrial applications of their research are becoming a matter of some importance, and a spate of industrial espionage could present an opportunity of involvement by player-characters.

Voyage of Discovery: The Lord Addulf, already impressed by the deeds of the offworlders, is organizing a large expedition to the distant jungles of the eastern shores of the Great Sea, which are known only by legend and the tales of a few famous travelers. He desires backing from the company, and specifies a deep interest in employment of the adventuring party.

PROCEDURES TO REMEMBER

The following items are simple *Traveller* procedures that are sometimes forgotten.

World Diameters: The diameters of Shugarad and of the planets in the Faldor system determine the minimum jump distance needed from the body to avoid misjump. It is important to take a starship fully 100 diameters away from every large body in the vicinity before attempting a jump, or the misjump rules will apply.

For small satellites which do not have diameters given, it is safe to assume a diameter of 1,600 kilometers.

Patrons: Adventurers searching for employment on Faldor can seek out patrons. Though this may seem to be an unlikely circumstance, characters who are visiting Faldor on their own and are interacting with the local populace for prolonged periods of time may find patron employment useful.

The patrons found on Faldor will generally be a part of the local society. Thus, some changes from basic *Traveller* may be necessary to fit patrons into the context of their culture. Patron list one is the simplest list to use; almost all the individuals would fit into Lowland society. Encounters with scouts and Marine officers should be altered to some more reasonable encounter type; for others, it is merely necessary to alter the *interpretation* of the encounter. Thus, a Naval Officer on Faldor would be the officer of a galley or sailing ship, rather than of a starship.

Skills: Some skills may bot be as useful on Faldor as they are in interstellar society, and vice versa. Thus, a character with streetwise skill may not be as capable of making contacts in Jarishalt as he might be in a city on a more civilized planet.

The same is even truer of natives who would be taken to other worlds.

Offworlders on Faldor may have skill levels halved when the referee feels that a particular skill might be subject to cultural or technological differences. This would be especially true of skills such as Streetwise, Administration, Jack-of-all-Trades, Bribery, and Forgery. However, the referee should be the final arbiter in any case, and may freely impose or ignore these restrictions as seems appropriate. (The simpler the task to be carried out, the more likely a skill of this type is to apply.)

A native of Faldor will find skills such as Administration, Jack-of-all-Trades, Bribery, Forgery, or Streetwise virtually useless in the technological society of the Imperium. When such a character attempts to function among or with offworlders, these skills are treated as level-0 skills, regardless of actual skill levels

TEMPERATURE EFFECTS

The following rules deal with hot and cold weather effects.

Cold Weather Situations: Individuals in cold weather may be subject to injury or death if they are exposed to low temperatures for too much time.

For each hour spent in an area with an air temperature below 0°C, roll one die. Add or subtract the DMs given below. If the final result is less than zero, strength, dexterity, and endurance are each reduced by the amount indicated (simultaneously). When any one of these characteristics is reduced to zero or below, the character becomes unconscious. When two characteristics have been reduced to zero, the character is severely frostbitten, and will require medical care before recovery can begin. Should all three characteristics be reduced to zero, the character is dead. The general procedure is essentially similar to the wounding process.

The following DMs apply: Without protective clothing, -15. With cold weather clothing (TL1), -9. With cold weather clothing (TL10), -6. With any cold weather clothing augmented by artificial heat (hot bricks, catalytic heaters, etc.). +3.

With battle dress, -9. With combat armor, -7. With heatsuit, +4. With combat environment suit, +1. With vacc suit, -7. With sheltersuit, -8. With sheltersuit and heat pump, +3. For each increment of 20°C below 0°, -1. For each increment of 8 kph of windspeed, -2. If the subject is immersed in water at any temperature below 20°C, -10.

Hot Weather Situations: individuals in hot weather situations may suffer from exhaustion or heat stroke.

For each hour spent in an area with an air temperature above 37°C, roll one die. Add or subtract the appropriate DMs. If the result is negative, subtract it from the character's endurance. When endurance reaches zero or below, the individual has collapsed and is unconscious from heat prostration. Once unconscious, further reductions are applied simultaneously to strength and dexterity. If two characteristics are reduced to zero, the individual will require medical care, and is seriously wounded. Reduction of all three characteristics to zero results in death.

The following DMs apply: Heavy or excess clothing not removed, -8. If encumbered, (load in kilograms greater than character strength), -3. If triple load (load in kilograms greater than twice character strength), -6. If water (at least 112 liter per hour) is not available and used, -5. if in shade or shadow, +2. If not moving or exerting oneself, +3. If wearing combat environment or chameleon suit, +2. If wearing sheltersuit with heat pump, +3. If subject to wind, breeze, or in moving vehicle, +3. For each additional 10° above 37°, -8.

WEATHER

The weather table indicates various weather conditions. It is consulted each day to determine overall conditions, and may be consulted more often as the stability of the weather dictates. The first roll is made at the start of each local day.

Stability: Once the basic weather is known, roll 2d, and add appropriate modifiers to the result. If Clear, DM+1. If Light, DM+2. If Heavy, DM-1. If Violent, DM-3. If in the tropics (20°N to 20°S latitudes), DM+2.

The stability number that results is used to determine how changeable the weather may be. Roll 2d and compare the result to the stability number in the afternoon; a result of less than or equal to stability indicates the original weather continues to hold; a higher number calls for a new check of the weather table (but retain the original stability number). Another check is made for weather at night. The process begins all over again the next morning.

Specific weather effects are noted below.

Clear: A clear, pleasant day. No ill effects from weather occur.

Light: Weather effects are noticeable; a drizzle or (in temperatures below 0°C) light snow will fall. Visibility drops to 2d x 100 meters.

Heavy: Fairly severe weather effects become noticeable. Winds kick up to 1d x 8 kph, heavy rain or snow falls with intermittent periods (lasting 1d x 30 minutes) of violence. Visibility is reduced to 1d x 50 meters.

Violent: During violent weather, visibility is reduced to near zero, and rain or snow becomes a serious problem.

Weather Effects on Travel: Weather can affect the ability of characters or vehicles to move.

Clear: no movement effects.

Light: no movement effects, but characters are considered "immersed in water" for temperature effects after 2 hours.

Heavy: Each hour of movement causes characters on foot or animals to lose 2 endurance points. Characters are immersed almost immediately. Ground vehicles may encounter difficulty in moving off paved or other hard surfaces. Grav vehicles and hovercraft cannot fly without danger; most other vehicles may travel at only about 10 kph. If snow has fallen,

ground vehicles continue to suffer heavy weather effects until the snowmelts.

Violent: Violent storms make travel virtually impossible during the period of their duration.

ECLIPSES

The single moon of Faldor, orbiting in the plane of the solar ecliptic, circles the planet once every 2.3 local days (once in 72 hours). The moon is directly between the planet and Shugarad once every 72 hours, then, and an eclipse occurs.

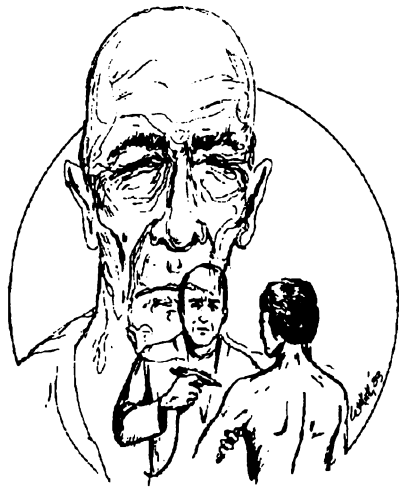
It is sometimes very important to determine the interval between eclipses. The referee should establish, essentially at random, the time of an eclipse at the location the adventurers first visit. In that same hex, the next eclipse will occur 72 hours later; it is, of course, possible that this will take place at night, and therefore will not be visible in the hex in question.

Time Zones: As characters move west, the sun seems to rise later; as they move east, earlier. Thus, if it is sunrise over Norfjart, it is still 4 hours before sunrise in Vassersbenk. This knowledge can be used to determine the location of an eclipse elsewhere in the world, once characters have left the original location. Thus, an eclipse may fall in Vassersbenk 4 hours before sunrise; obviously characters there don't notice it. But characters in Norfjart would.

THE PLAGUE

Faldor's dangerous viral infection is most dangerous in the early Spring, but is not exclusively limited to this season Cases have been known to occur at other times of the year, when temperatures are warm enough for plants to flourish. The virus is specifically associated with the thawflower, which begins blooming when the temperature gets above 2°C, and does not flourish when temperatures rise above 12°C.

The plague will be at its most dangerous when the temperature within a specific area has been between those two temperatures for 10 or more local days. During this period, characters that breathe the atmosphere without filters are almost certain to be exposed to the disease. It has an incubation period of Strength + Endurance -1d days, after which symptoms begin to appear. Characters take 1d damage per day for 1d+5 days, after which they will begin to recover if no characteristics have been reduced to zero. If one characteristic were reduced to zero, recovery is not at normal *Traveller* rates, but rather at a. rate determined by attendant medical skill (recover 1 point per day per level of skill available). If two characteristics were reduced to zero, the character is in a dangerous coma, and requires medical skill and facilities to begin recovery. Reduction of all three characteristics to zero results in death.



There is a drug available which can temporarily hold the disease in check; one dose per day throughout the longest possible incubation period will prevent an exposed victim from developing the disease. Many visitors to Faldor merely take a single dose each day they remain on Faldor and for three weeks or so after leaving the world.

A character that survives a bout of the disease receives DM-3 on both the duration and the damage inflicted from future bouts of the disease, representing a stronger natural immunity to the plague. Most of the natives of Faldor enjoy this immunity.

Specific chances of exposure are as follows:

- Temperature 2° - 12°C, ten days or more: 4+
- Temperature 2° - 12°C, less than ten days: 8+
- Temperature below 2°C: 12+
- Temperature above 12°C: 10+
- In the Arctic Circle: DM-2
- In Equatorial Regions (20°N to 20°S latitudes) DM-1
- In Lowland Regions (Open, Badland) DM+1
- In Desert Regions DM-3
- In Mountains or Plateaus DM-1

Roll once per day in which a character breathes unfiltered air. Natives need not be checked except as the referee feels it desirable.

REFEREE'S INFORMATION

The material below is revealed to the players only as it becomes logically available.

TANYA MAISON

Sharurshid's factor appears in all three of the adventure situations. She could, if the referee so desires, be a player-character, but only if the player is willing to play the character according to the guidelines presented below. Otherwise she is an NPC, controlled by the referee.

Tanya Maison 688796 Age 34 4 terms Cr 10,000
Admin-2, Rifle-1, Dagger-1, Jack-o-Trades
Dagger

Tanya is a talented individual, highly qualified to act as a local broker. She has studied Lowland language, culture, and history intensively to prepare herself for her job as local factor. Unfortunately, she is far from objective about her post; she has become very sympathetic to the lowlanders. As a result, she resents the Sharurshid policy of limited contact and involvement, and she hates and fears the nomads. In most situations involving the lowland people, she is apt to react emotionally rather than with logic, and is fully capable in a crisis of ignoring company policy and going her own way. Since she is senior in rank to Sharurshid's spacegoing officers, she can make this stick. However, her actions may not be approved later by her superiors in the Sharurshid regional hierarchy.

SCENARIO EXTENSIONS

The following are extensions of the various scenario concepts presented on the first page.

The Orbital Station: Orbital construction work is demanding but comparatively tedious. A small (5-15 people) construction team will be assigned to the station, immediately building quarters for themselves. The team, about 50 tons of construction supplies, equipment and a ship's boat would be delivered on the first trip; subsequent ship arrivals (about 1 per month) would bring additional equipment and supplies.

In addition to basic construction work, the team would be on call to support company employees on the planet as needed, and would also use their boat to make frequent descents to pick up water and shuttle it to fuel tanks at the dock. Such trips to the surface provide periodic opportunities for excitement. Possible scenarios could center around animal encounters during fueling runs, trouble on the surface requiring the adventurers to go in by shuttle (essentially similar to the main adventures in the module), and so forth.

Pay for the job is Cr 6,000 per person per month, and tours of duty will be 1d+6 months long. The construction work is fairly routine (though still potentially hazardous; all vacuum work is), and will become dull before too much time has passed.

SuSAG: Shunamann and Sohn, AG, LIC is a megacorporation specializing in pharmaceutical and chemical processing, and genetic engineering. As the true nature of the nomad empathic abilities becomes known, and as the connection between these and tranceweed comes out, SuSAG will become very interested in Faldor. Actually, they have already been looking in to Faldor for many years; they backed the request to open the world in the first place, as several reports on botanical chemistry turned up traces of chemicals of interest to them. Many Faldorian plants contain chemical combinations similar to those used in the manufacture of psidrugs; tranceweed is the best of these to be discovered, and the nomad use of the plant to achieve empathic communion confirms the potency of tranceweed.

SuSAG will be interested in hiring the adventurers, at Cr 200 a day, to accompany a scientific party into the uplands. This will lead to a variety of interesting encounter situations; the nomads are not apt to respond well to intrusion. The adventure might involve providing security against nomad attacks or animal encounters, or attempts to negotiate with the locals and reach some kind of amicable relations.

SuSAG has a reputation for ruthlessness, and would be fully capable of taking drastic action (sending in mercenaries, etc.) to secure a source for a new psi drug. Though such drugs are not legal within the Imperium, the megacorporation works with these drugs quite a bit in areas beyond the Imperial frontiers.

The Junglend Wastes: Scientific expeditions attempting to discover more about the ecology, biology, and evolutionary history of Faldor are likely. As interest in Faldor grows, a greater understanding of its life forms is demanded.

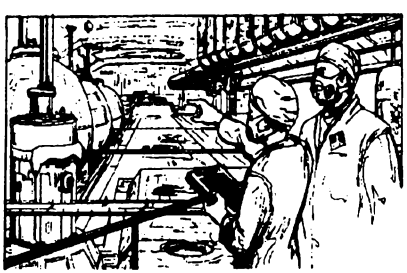
An expedition into the Junglend Wastes is unlikely to encounter humans; the human range is limited to the region of settlements in the other hemisphere. But animal encounters are quite possible. So to are other wilderness situations - facing the problems of desert survival, coping with weather problems, and so forth.

Revolt: Decisions for closer ties to the empire are likely to follow the realization that the nomads are becoming capable of attacking lowland cities; the leap in nomad technology threatens to destroy Sharurshid's markets. The empire is the obvious bulwark against nomad victory in the lowlands.

But the empire has problems of its own. There are constant political intrigues and an ever-present threat of military revolt and civil war over ownership of the throne. These threats present certain complications to offworld operations in the empire. For one thing, factionalism leads to internal war and opportunities for nomad invasions, which cause problems for offworld visitors on the world.

More importantly, an increased offworld presence offers more opportunities for intrigue. A Company might decide to back one faction or another in a revolt, in return for exclusive trade rights when the faction emerges victorious. Or private individuals might decide that such a revolt offers possibilities for gaining personal power on Faldor. In either event, other offworlders could be caught in the middle, and backing by unscrupulous visitors with high-tech gear could eliminate the one advantage adventurers generally enjoy - their own technological superiority.

For that matter, the adventurers may themselves with to attempt a power play of this sort. This would involve quite a bit of work on the referee's part, but high-tech adventurers carving out a kingdom in a primitive culture are a classic element of many science fiction novels, and could be quite interesting.



Urkaan Outpost: The outpost on Urkaan is conducting research into development of low-temperature superconductors and other applications of cryogenic techniques. A relatively small company, Cryoindustries Corporation of Flammarion, operates it. But their research has attracted interest from an Imperial megacorporation, Stemmetal Horizons, LIC.

The smaller company does not wish to sell out to Stemmetal, but the megacorporation's local manager does not intend to be turned down. The Urkaan facility could become one battleground in an uneven struggle between these two companies. Sabotage and various types of industrial espionage are likely to be the main areas of such a conflict.

Adventurers could be hired on either side, either as security for Cryoindustries or as spies for Stemmetal. The possibilities inherent in the exotic environment of Urkaan can make for some interesting adventure situations.

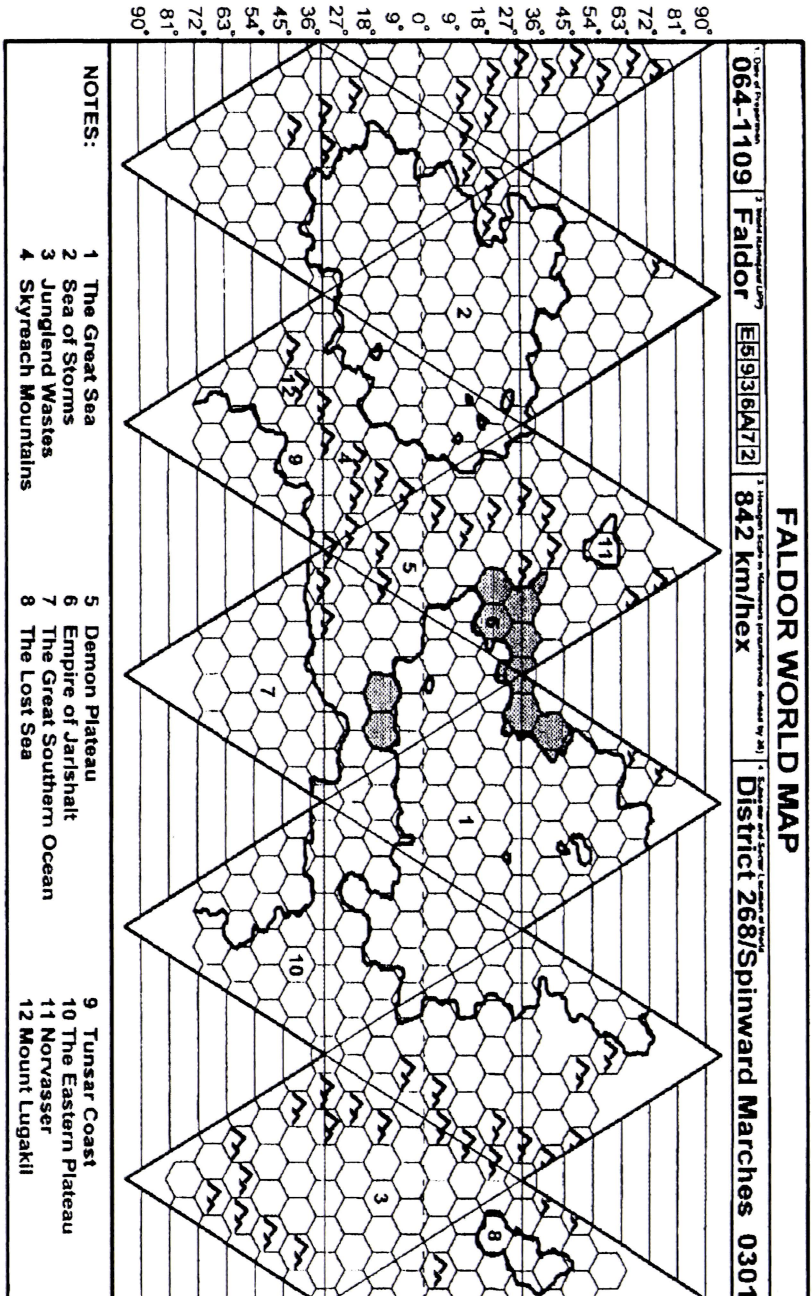
Voyage of Discovery: An adventure centering on an epic sea voyage in primitive galleys or sailing vessels could be of great interest. The rain forests on the far side of the Great Sea have the potential of becoming a major source of vinspice, and a worthwhile place to be exploited.

The referee would need to develop specific rules for the sea voyage. Encounters with storms, the monstrous ocean animal life of Faldor, and other such situations could make for a variety of worthwhile adventures.

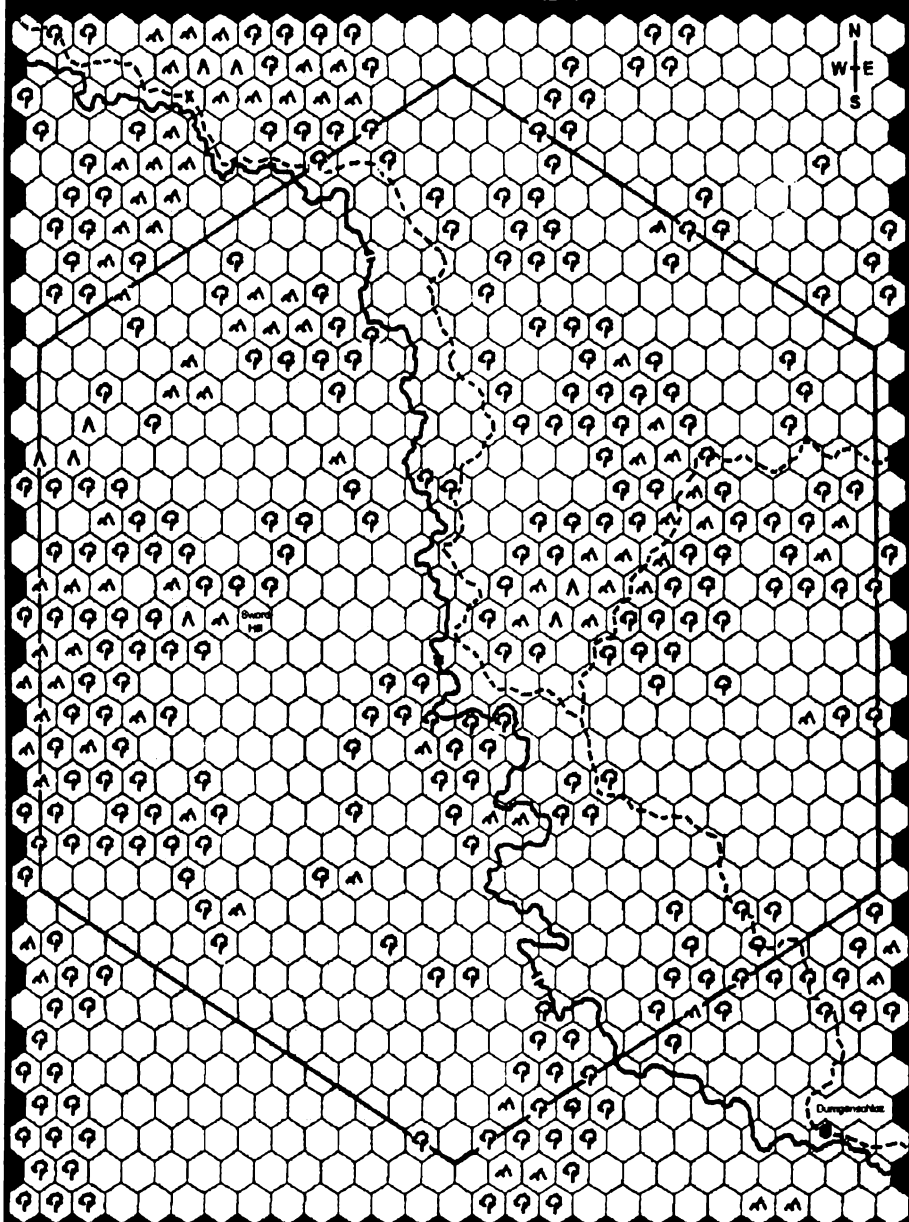
NEXT

After all these scenarios, there are still many possibilities for adventure on Faldor. For instance what about an offworld colony on the shores of the Great Sea? Disputes between SuSAG-backed nomads and Sharurshid-supported lowlanders? What secrets may lie in the Eastern Plateaus or the shores of the Lost Sea? There is a whole world awaiting you on Tarsus. The possibilities are limitless...

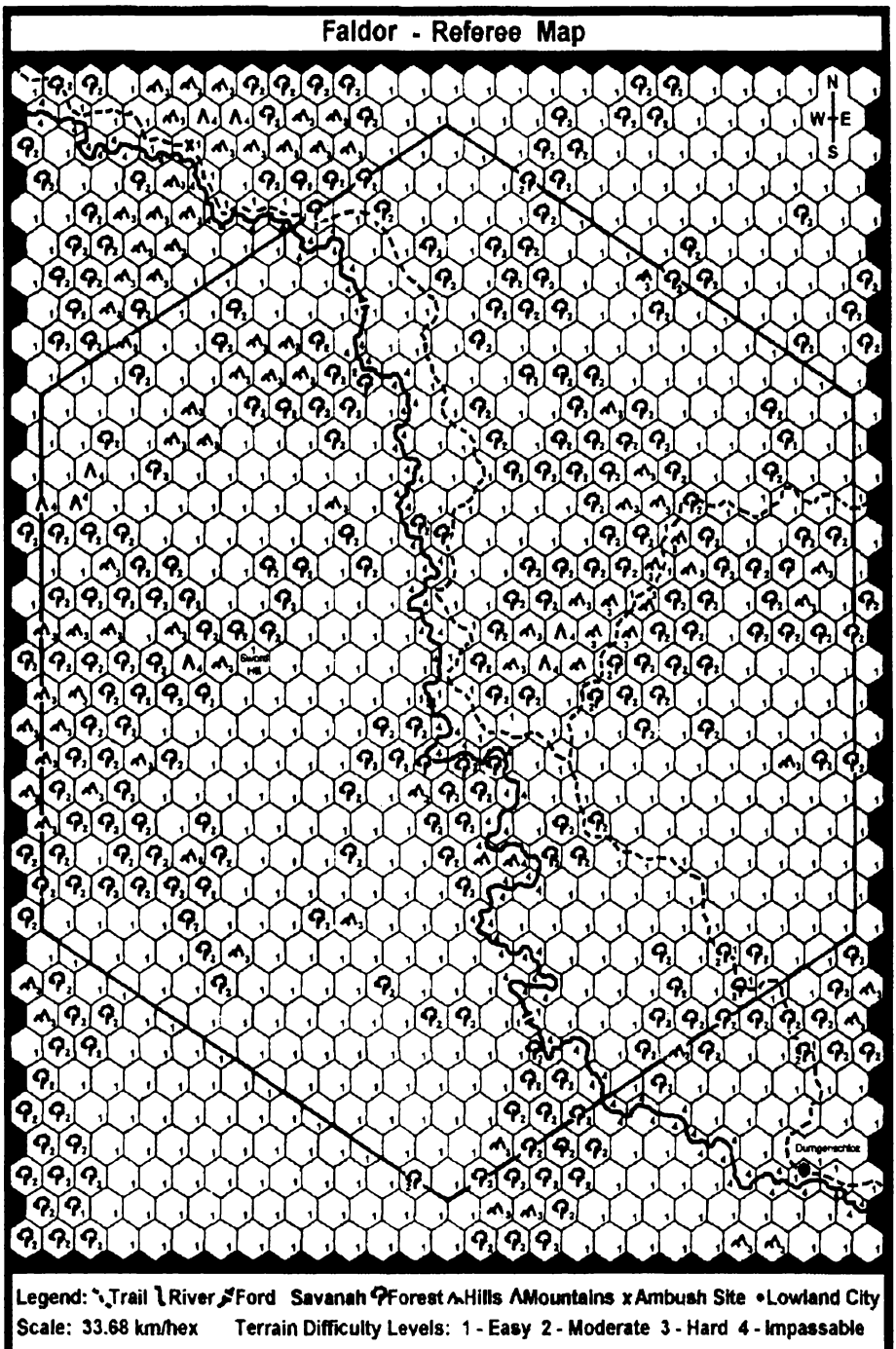
SECTION III: APPENDICES


FALDOR WORLD MAP
064-1109
Faldor
E5936A72
842 km/hex
District 268/Spinward Marches 0301
NOTES:
1 The Great Sea
2 Sea of Storms
3 Junglend Wastes
4 Skyreach Mountains
5 Demon Plateau
6 Empire of Jarlshalt
7 The Great Southern Ocean
8 The Lost Sea
9 Tunsar Coast
10 The Eastern Plateau
11 Norvasser
12 Mount Lugakil

Faldor - Player Map



Legend: Trail River Ford Savanah Forest Hills Mountains x Ambush Site • Lowland City
Scale: 33.68 km/hex


Faldor - Referee Map
N
W
E
S
Sword Hill
Dumgenschloz
Legend: Trail River Ford Savanah Forest Hills Mountains x Ambush Site • Lowland City
Scale: 33.68 km/hex Terrain Difficulty Levels: 1 - Easy 2 - Moderate 3 - Hard 4 - Impassable

B: Charts and Tables

SYSTEM DATA

SYSTEM STATISTICS				
Name	**Diameter**	**Distance from Shugarad**	**Period**	**Comments**
Shugarad	2,353,000	-	-	F5V type star
Planetoid Belt	-	119,500,000	200.45	Scattered Planetoids
Ashakur	1,800	150,000,000	280.13	-
Faldor	9,378	386,000,000	1160.9	Inhabited
Ishak	5,000	778,000,000	2322	-
Gammikan	6,300	1,500,000,000	8858.6	-
Urkaan	12,100	2,932,000,000	24,300	Research Post
Note: Distances in kilometers. Period in 24-hour days				

1-G TRAVEL TIMES BETWEEN PLANETS						
At Farthest Separation	**At Closest Approach**					
	Belt	**Ashakur**	**Faldor**	**Ishak**	**Gammikan**	**Urkaan**
Belt	--	30.7	90.7	142.6	206.4	294.6
Ashakur	91.2	--	85.3	139.2	204.1	293.0
Faldor	124.9	128.6	--	110.0	185.4	280.3
Ishak	166.4	169.2	189.5	--	149.3	257.8
Gammikan	223.6	225.7	241.3	265.2	--	210.2
Urkaan	306.9	308.4	320.0	338.4	369.9	--
Note: Times are in hours. Times at upper right of the tables are for closest approach, and represent the shortest possible time; times at the lower left are for farthest separation, and represent the longest normally required time. Actual times will usually be an average between the two.						

2-G TRAVEL TIMES BETWEEN PLANETS						
At Farthest Separation	**At Closest Approach**					
	Belt	**Ashakur**	**Faldor**	**Ishak**	**Gammikan**	**Urkaan**
Belt	--	21.7	64.1	100.8	146.0	208.3
Ashakur	64.5	--	60.3	98.4	144.3	207.2
Faldor	88.3	90.9	--	77.8	131.1	198.2
Ishak	117.7	119.7	134.0	--	105.6	182.3
Gammikan	158.1	159.6	170.6	187.5	--	148.7
Urkaan	217.0	218.1	226.3	239.3	261.5	--
Note: Times are in hours. Times at upper right of the tables are for closest approach, and represent the shortest possible time; times at the lower left are for farthest separation, and represent the longest normally required time. Actual times will usually be an average between the two.						

VISIBLE DISKS			
Visible Disks			
From	**Shugarad**	**Faldor**	**Diloaran**
Faldor	.27	--	.31
Diloran	.27	5.22	--
Note: Size is apparent size, in degrees.			

PLANETARY DATA

POPULATIONS			
Region	**Population**	**Major Cities**	**Population**
Jarlshalt	3,320,000	Jarlshalt	103,000
		Vestfored	76,000
		Stensbay	98,000
		Norfjart	93,000
Haldskeep Coast	550,000	Haldskeep	78,000
Vestmark	925,000	Vesthald	102,000
		Lortspaert	84,000
Caravan Route	100,000	Vasserbenk	89,000
Demon Plateau	2,000,000 (?)	--	--

DAY LENGTHS						
	Season					
Latitude	**Spring**	**High Summer**	**Late Summer**	**Fall**	**Freeze**	**Thaw**
0	15.6	15.6	15.6	15.6	15.6	15.6
9	16.6	17.6	16.6	15.6	13.7	15.6
18	17.6	19.5	17.6	15.6	11.7	15.6
27	18.6	21.5	18.6	15.6	9.8	15.6
36	19.5	23.4	19.5	15.6	7.8	15.6
45	20.5	25.4	20.5	15.6	5.9	15.6
54	21.5	27.3	21.5	15.6	3.9	15.6
63	22.5	29.3	22.5	15.6	2.0	15.6
72	23.5	31.3	23.5	15.6	0.1	15.6
73	23.4	31.25	23.4	15.6	0.0	15.6

Note: Day lengths are in standard hours, and show the period of daylight available in a local day (31.25 standard hours) at any given latitude and season. The length of the local night can be determined by subtracting local day length from 31.25.

TEMPERATURE EFFECTS	
Temperature	**Effects**
-78	Carbon dioxide solidifies to form dry ice
-36	Hardy Terrestrial trees killed
-20	Lower limit of human habitability
-10	Exposed human flesh frozen, especially in high winds
-5	Killing frost destroys crops not protected by snow cover
0	Water freezes
6	Minimum temperature for growing season
18	Supplementary heating required for buildings below this temperature
25	Room temperature
30	Human physical activity curtailed in high humidity
37	Physical strain on human body
100	Water boils

TEMPERATURE DETERMINATION											
Season	Latitude										
	0	9	18	27	36	45	54	63	72	81	90
Spring	28	26	24	24	21	17	9	1	-7	-15	-23
High Summer	28	26	24	33	30	26	18	10	2	-6	-23
Late Summer	28	26	24	24	21	17	9	1	-7	-15	-23
Fall	28	26	24	15	12	8	0	-8	-16	-24	-32
Freeze	28	26	24	6	3	-1	-9	-17	-25	-33	-41
Thaw	28	26	24	15	12	8	0	-8	-16	-24	-32

Note: Read the base temperature by cross-indexing the latitude with the season; interpolate where needed. For example, 22° north latitude is about halfway between 18 and 27 degrees. It has a base temperature in High Summer halfway between 24 and 33, or about 28°C.

TERRAIN EFFECTS ON TEMPERATURE						
Terrain Type	Effect by Season					
	Spring	High Summer	Late Summer	Fall	Freeze	Thaw
Coastal Hex	0	-4	-2	0	+4	+2
Ocean Hex	0	-6	-3	0	+6	+3
Full Land Hex	0	+2	+1	0	-2	-1
Plateau Terrain	-5	-5	-5	-5	-5	-5
Mountain	- lapse	- lapse	- lapse	- lapse	- lapse	- lapse
Desert	0	+5	+1	0	-5	-1

Note: Terrain effects on temperature are cumulative; use all applicable modifiers. "- lapse" indicates that temperature modifications are based on altitude. Apply a -50C modification for every kilometer of altitude.

WEATHER TABLE						
Die Roll	Season					
	Spring	High Summer	Late Summer	Fall	Freeze	Thaw
1	Clear	Clear	Clear	Clear	Clear	Clear
2	Clear	Clear	Clear	Clear	Clear	Clear
3	Clear	Clear	Clear	Clear	Clear	Clear
4	Clear	Clear	Clear	Clear	Clear	Clear
5	Light	Clear	Light	Clear	Clear	Light
6	Heavy	Light	Heavy	Light	Light	Heavy
7	Violent	Heavy	Violent	Heavy	Heavy	Heavy

Note: If ocean or coast hex, DM+1. If mountain hex, DM+1. If upland hex, DM-1. If desert hex, DM-2. Modifiers are cumulative.

ANIMAL ENCOUNTER TABLES

The eleven animal encounter tables on these pages provide the players and referee with an indication of the animal life and basic events that can be routinely expected on the surface of Faldor. These encounter tables are used in accordance with the *Traveller* animal encounter rules. They need not be kept from the players; briefings on Faldor would naturally include summaries of the animals and events that might be expected in given areas.

Terrain Types: Some terrain types (particularly woods) occur only on the detail maps, not on the world map. Upland terrain should be treated as steppes if encounters are generated strictly from the world map.

Known Animal Types: Most animals are identified by type rather than by a specific name, but some animals, which have been described (such as devilopes), have been specifically identified.

Animal Responses: The use of a zero as an animal response for attack or flee represents a variable response, meaning the action takes place only under certain circumstances. See the animal tables in the basic rules.

ANIMAL ENCOUNTER TABLE #1

SETTLED Terrain — **Faldor E5936A7-2 (9+)**

Die Roll	Quantity	Animal Type	Weight	Hits	Armor	Wounds and Weapons	
2	1	Hijacker	400 kg	22/9	Mesh +1	14 Claws	A7F8S1
3	1	Hunter	100 kg	14/8	None	7 Claws	A5F4S1
4	9	Intimidators	400 kg	26/11	None	8 Claws	A6F2S1
5	5	Eaters	25 kg	9/9	None	8 Claws	A3F8S1
6	16	Devilopes	200 kg	21/7	None	9 Horns	F3A3S3
7	11	Dirankors	50 kg	15/8	None	4 Teeth	F2A8S4
8	13	Grazers	12 kg	7/6	None	8 Hooves + Teeth	F5A7S2
9	1	Trapper	200 kg	20/13	None	12 Teeth +1	A0F8S1
10	*Event:* Farm. A lowland farm is encountered, a few buildings set in the midst of plowed fields, surrounded by a low stone wall. The number, armament, and reactions of people present should be determined.						
11	1	Killer	200 kg	19/10	None	15 Claws + Teeth	A1F9S3
12	9	Flying Chasers	50 kg	12/3	None	6 Claws +1	A0F6S2

ANIMAL ENCOUNTER TABLE #2

OPEN Terrain — **Faldor E5936A7-2 (9+)**

Die Roll	Quantity	Animal Type	Weight	Hits	Armor	Wounds and Weapons	
2	5	Reducers	200 kg	19/10	None	14 Thrasher	A7F7S1
3	4	Eaters	25 kg	11/9	None	5 Claws	A5F7S3
4	3	Intimidators	800 kg	27/12	None	19 Hooves	A6F3S1
5	1	"Watcher"	3 kg	2/6	None	3 Claws	A6F8S3
6	19	Devilopes	200 kg	21/7	None	9 Horns	F3A3S3
7	5	Flying Grazers	12 kg	5/7	None	10 Horns	F3A8S3
8	12	Grazers	50 kg	15/7	None	9 Hooves	F5A8S2
9	10	Chasers	400 kg	17/12	None	20 Teeth +1	A0F8S2
10	*Event:* Tall Grass. Very tall (in some places shoulder-high) vegetation covers this portion of the plain. Forward progress is halved for 1d x 10 minutes. Roll dexterity or less to avoid injury (1d damage) every 10 minutes. Surprise modifier as jungle.						
11	1	Pouncer	25 kg	16/12	None	7 Claws +1	A0F0S1
12	9	Flying Chasers	50 kg	12/3	None	6 Claws +1	A0F6S2

ANIMAL ENCOUNTER TABLE #3							
WOODS Terrain				Faldor E5936A7-2 (8+)			
Die Roll	**Quantity**	**Animal Type**	**Weight**	**Hits**	**Armor**	**Wounds and Weapons**	
2	6	Flying Hijackers	3 kg	3/2	None	1 Teeth	A4F6S2
3	1	Gatherer	6 kg	1/8	None	12 Claws + Teeth	A8F6S1
4	5	Carrion-eaters	100 kg	13/6	None	6 Teeth	A5F8S3
5	1	Flying Hunter	1 kg	2/0	None	1 Teeth	A5F9S2
6	1	Flitter	50 kg	12/4	None	5 Thrasher	F7A0S1
7	1	Flying Intermittent	1 kg	5/0	None	5 Horns + Teeth	F4A6S2
8	1	Grazer	12 kg	6/9	None	8 Hooves + Teeth	F6A8S2
9	1	Flying Trapper	1 kg	6/0	None	2 Teeth +1	--
10	*Event:* Dense undergrowth. Each character should make one roll of dexterity or less to avoid 1d damage from falls, thorns, and other hazards.						
11	1	Pouncer	100 kg	18/12	None	9 Claws +1	A0F0S1
12	1	Siren	100 kg	11/6	None	12 Stinger	A0F8S2

ANIMAL ENCOUNTER TABLE #4							
MOUNTAIN/CLIFF WALL Terrain				Faldor E5936A7-2 (8+)			
Die Roll	**Quantity**	**Animal Type**	**Weight**	**Hits**	**Armor**	**Wounds and Weapons**	
2	4	Hijackers	50 kg	9/16	None	16 Horns + Teeth	A5F4S1
3	1	"Watcher"	3 kg	2/6	None	3 Claws	A6F8S3
4	1	Hijacker	400 kg	15/8	Jack	18 Claws	A2F7S1
5	3	"Watchers"	3 kg	2/6	None	3 Claws	A6F8S3
6	9	Flying Grazers	50 kg	18/5	None	10 Horns	F1A6S4
7	10	Grazers	200 kg	20/10	Mesh +1	5 Claws	F1A6S2
8	1	Intermittent	50 kg	9/6	Jack	9 Hooves	F4A9S1
9	1	Chaser	100 kg	20/8	None	5 Claws	A0F5S4
10	*Event:* Crumbling ledge. Characters must roll dexterity or less to avoid falling over the edge. A second roll allows the character to grab a handhold; roll strength or less to hang on each round until rescued. A fall will result in 10d damage points.						
11	6	Flying Killers	12 kg	5/7	None	6 Claws +1	A4F7S3
12	11	Chasers	25 kg	6/8	None	5 Teeth +1	A0F7S2

ANIMAL ENCOUNTER TABLE #5							
RUGGED/BADLAND Terrain					Faldor E5936A7-2 (9+)		
Die Roll	**Quantity**	**Animal Type**	**Weight**	**Hits**	**Armor**	**Wounds and Weapons**	
2	10	Carrion-eaters	25 kg	5/8	None	5 Thrasher	A5S6S2
3	2	Flying Hunters	3 kg	3/5	None	1 Claws	A4F6S2
4	3	Hijackers	6 kg	6/6	Mesh +1	8 Teeth	A3F5S4
5	8	Eaters	25 kg	13/3	Jack	18 Claws + Teeth	A2F9S2
6	1	Flying Grazer	6 kg	2/5	None	4 Horns	F1A5S3
7	6	Grazers	12 kg	10/7	None	7 Claws + Teeth	F1A4S2
8	1	Flying Intermittent	1 kg	5/0	None	1 Thrasher	F8A6S1
9	1	Siren	25 kg	10/11	None	10 Claws	A0F8S0
10	*Event:* Ravine. A deep ravine drops forward progress. A detour around the ravine costs 1d hours' time.						
11	1	Flying Pouncer	50 Kg	11/5	None	9 Claws +1	A0F0S1
12	1	Chaser	12 kg	10/10	None	7 Teeth +1	A0F5S4

ANIMAL ENCOUNTER TABLE #6							
DESERT Terrain					Faldor E5936A7-2 (10+)		
Die Roll	**Quantity**	**Animal Type**	**Weight**	**Hits**	**Armor**	**Wounds and Weapons**	
2	3	Intimidators	50 kg	8/10	None	6 Horns +Teeth	A3F3S1
3	6	Flying Eaters	12 kg	10/8	None	9 Claws	A1F9S3
4	1	Hijacker	12 kg	7/9	None	4 Thrasher	A5F7S2
5	4	Hunters	100 kg	14/9	None	9 Claws	A3F6S2
6	11	Flying Grazers	1 kg	2/0	None	1 Horns	F3A7S4
7	28	Grazers	6 kg	5/6	None	9 Horns + Teeth	F3A4S3
8	27	Grazers	3 kg	4/1	Jack	1 Horns	F2A4S1
9	8	Flying Chasers	1 kg	5/0	None	1 Teeth +1	A0F5S2
10	*Event:* Sandstorm. A violent windstorm stirs up loose sand. Forward progress is impossible. Unless under cover, characters caught in a sandstorm take 1d damage per round for 2d combat rounds in any round where a 10+ is rolled.						
11	1	Killer	100 kg	12/11	None	15 Claws + Teeth	--
12	6	Chasers	25 kg	14/8	None	6 Teeth +1	A0F9S3

ANIMAL ENCOUNTER TABLE #7							
JUNGLE/RAIN FOREST Terrain					Faldor E5936A7-2 (6+)		
Die Roll	**Quantity**	**Animal Type**	**Weight**	**Hits**	**Armor**	**Wounds and Weapons**	
2	5	Reducers	50 kg	20/6	None	6 Thrasher	A5F6S1
3	1	Flying Gatherer	12 kg	8/6	None	14 Stinger	A6F3S3
4	4	Carrion-eaters	6 kg	2/6	None	7 Claws	A5S6S2
5	1	Gatherer	25 kg	9/3	None	11 Claws	A6F5S2
6	1	Intermittent	12 kg	7/7	Jack	12 Hooves + Horns	F7A8S1
7	1	Flitter	400 kg	14/10	None	15 Thrasher	F6A0S0
8	5	Flying Intermittents	25 kg	15/7	None	11 Horns	F6A5S1
9	3	Killers	100 kg	23/10	Cloth +1	12 as Pike	A4F9S1
10	*Event:* Violent rainstorm. Storm lasts for 1d hours. Endurance of all characters attempting to move in storm is halved. Forward progress is also halved.						
11	1	Chasers	25 kg	11/3	None	11 Teeth +1	A0F5S2
12	1	Flying Pouncer	50 kg	15/11	None	8 Teeth +1	A0F0S2

ANIMAL ENCOUNTER TABLE #8							
COAST Terrain					Faldor E5936A7-2 (8+)		
Die Roll	**Quantity**	**Animal Type**	**Weight**	**Hits**	**Armor**	**Wounds and Weapons**	
2	1	Amphibian Hijacker	6000 kg	26/13	None	14 Teeth	A7F7S2
3	3	Hunters	200 kg	20/9	None	9 Claws +1	A3F6S1
4	3	Reducers	800 kg	25/13	None	24 Claws + Teeth	A9F6S1
5	2	Watchers	3 kg	2/6	None	3 Claws	A6F8S2
6	13	Grazers	400 kg	25/14	None	18 Hooves + Horns	F5A6S2
7	5	Amphibian Intermittents	800 kg	20/11	Mesh +1	20 Horns	F9A6S2
8	2	Flying Grazers	25 kg	10/4	None	11 Teeth	F1A7S4
9	6	Chasers	25 kg	11/5	None	6 Stinger	A0F7S2
10	*Event:* Small ship. A vessel belonging to lowlanders is found, drawn up on shore to avoid rough water. The nature, number (1d x 30), armament, and reactions of the crew should be determined as needed.						
11	1	Killer	400 kg	23/12	Cloth	13 Claws +1	A2F8S2
12	4	Flying Chasers	12 kg	12/2	None	5 Teeth +1	A0F0S4

ANIMAL ENCOUNTER TABLE #9							
OCEAN SURFACE Terrain				Faldor E5936A7-2 (8+)			
Die Roll	**Quantity**	**Animal Type**	**Weight**	**Hits**	**Armor**	**Wounds and Weapons**	
2	3	Swimming Carrion-eaters	1600 kg	32/11	None	30 Horns + Teeth	A9FFS1
3	1	Amphibian Hunter	3200 kg	23/17	None	35 Teeth	A6F5S1
4	4	Triphibian Intimidators	3 kg	5/1	None	9 Claws + Teeth	A6F2S2
5	1	Swimming Gatherer	800 kg	26/9	None	18 Thrasher	A8F3S2
6	25	Amphibian Grazers	1600 kg	26/13	Jack	17 Horns	F4A4S3
7	12	Swimming Grazers	200 kg	19/12	None	26 Teeth	F5A6S2
8	9	Swimming Grazers	24000 kg	43/28	None	30 Horns	F4A4S4
9	1	Swimming Pouncer	800 kg	31/10	None	21 as Blade	A0F0S1
10	Event: Rough Water. Turbulence whips up high waves. Persons swimming roll once every 10 minutes, taking 1d damage on 7+. Ships roll 10+ once per hour to founder. Turbulence lasts 1d x 30 minutes.						
11	1	Swimming Chaser	30000 kg	58/31	None	32 Claws +1	A0F4S2
12	6	Amphibian Killers	800 kg	32/8	None	24 as Pike	A1F9S3

WEAPONS TABLES

RANGE MATRIX						
Attacker's Weapon	Range					Wound Inflicted
	Close	Short	Medium	Long	Very Long	
Sling	-1	+3	0	-	-	2d
Short Bow	-3	+2	+1	-5	-	1d
Long Bow	-5	+1	+1	-4	-	2d
Military Crossbow	-4	0	-1	-8	-	3d
Repeating Crossbow	0	-2	0	-10	-	2d
Matchlock Musket	-4	0	-3	-	-	2d
Arquebus	-3	-2	-4	-	-	2d
Wheellock Pistol	-2	-4	-	-	-	2d

WEAPONS MATRIX							
Attacker's Weapon	Defender's Armor						
	Nothing	Jack	Mesh	Cloth	Reflec	Ablat	Combat
Sling	-2	-2	-2	-2	-2	-2	-9
Short Bow	-1	-2	-6	-6	-1	-3	-7
Long Bow	+1	0	-3	-3	+1	-1	-5
Military Crossbow	+3	+3	+2	0	+3	+2	-4
Repeating Crossbow	-3	+3	+1	0	+3	+1	-4
Matchlock Musket	0	-1	-4	-4	0	-2	-5
Arquebus	-1	-2	-5	-5	-1	-3	-6
Wheellock Pistol	-2	-3	-6	-6	-2	-4	-7

WEAPONS AND EQUIPMENT							
Item	Base Weight	Ammo Weight	Width Overall	Length Overall	Base Price	Ammo Price	Tech Level
Sling	-	100	-	1000	1	-	1
Short Bow	500	100	-	800	15	.1	1
Long Bow	1000	100	-	1500	30	.1	1
Military Crossbow	6000	100	1000	900	65	.1	1
Cranequin	3000	-	300	300	25	-	1
Repeating Crossbow	4000	100	900	800	100	.1	3
Matchlock Musket	9000	30	-	1500	100	.1	2
Arquebus	5000	25	-	450	300	.1	2
Wheellock Pistol	1500	20	-	450	300	.1	2
Ammo Molds	1000	-	-	-	25	-	2

CHARACTERISTIC REQUIREMENTS								
Weapon	Strength				Dexterity			
	Required		Advantageous		Required		Advantageous	
	Level	DM	Level	DM	Level	DM	Level	DM
Sling	3	-2	11	+1	6	-2	10	+1
Short Bow	5	-2	10	+1	5	-2	10	+1
Long Bow	7	-3	11	+2	7	-2	11	+2
Military Crossbow	6	-2	11	+1	6	-2	11	+1
Repeating Crossbow	8	-2	12	+1	8	-2	11	+1
Matchlock Musket	-	-	-	-	6	-2	11	+1
Arquebus	-	-	-	-	6	-2	11	+1
Wheellock Pistol	-	-	-	-	6	-2	10	+1

PRIOR SERVICE TABLE						
	Army	Caravaner	Patrician	Trader	Citizen	Nomad
Enlistment	5+	6+	*	7+	*	*
DM+1 if	Str 6+	Dext 8+	--	Intel 6+	--	--
DM+2 if	End 5+	Str 7+	--	Edu 5+	--	--
Survival	6+	7+	4+	5+	5+	6+
DM+2 if	End 7+	End 7+	Intel 8+	Intel 7+	End 7+	End 8+
Commission	6+	8+	*	7+	--	8+
DM+1 if	Intel 7+	Intel 8+	--	Edu 6+	--	Intel 7+
Promotion	7+	9+	11+	10+	--	9+
DM+1 if	Soc 8+	Edu 5+	Intel 9+	Intel 8+	--	Intel 8+
Reenlist	5+	6+	3+	4+	3+	4+

Notes: Characters cycle through this table during each term of service. The reenlistment die throw is required even if the character does not intend to re-enlist (a roll of 12 exactly calls for mandatory reenlistment.

DM's are cumulative (in the case of enlistment) if the characters have necessary prerequisites. All rolls are two-die throws.

* Occurs automatically. See text for explanation.

TABLE OF RANKS						
	Army	Caravaner	Patrician	Trader	Citizen	Nomad
Rank 1	Tribune	Tribune	Squire	Apprentice	--	Hunt Leader
Rank 2	Lieutenant	Officer	Knight	Journeyman	--	Warrior
Rank 3	Captain	Lieutenant	Lord	Trader	--	Warlord
Rank 4	Legate	Legate	Baron	Merchant	--	Chieftain
Rank 5	General	Captain	Count	Merchant	--	Chief
Rank 6	Marshal	--	Jarl	Master	--	Great Chief

Note: This table indicates initial rank (rank 1) if a commission is received and subsequent ranks (ranks 2 to 6) as promotions are received. Citizens have no ranks, commissions, or promotion. Patrician and Nomad ranks equal Social level (see Noble Ranks table); promotions for these earn an automatic H Social as well.

MUSTERING OUT TABLE						
Die Roll	Army	Caravaner	Patrician	Trader	Citizen	Nomad
1	1d	1d	1d x 1000	1d x 10	1d	Steed
2	+1 Intel	+1 Intel	+1 Intel	+1 Intel	+1 End	+1 Intel
3	Blade	+1 Edu	1+ Edu	+1 Edu	1d	+1 End
4	Blade	Blade	Blade	Blade	Blade	Blade
5	Bow	Bow	1d x 1000	1d x 100	Blade	Bow
6	Musket	1d x 10	1d x 10,000	1d x 1000	1d	Steed
7	Horse	Horse	Horse	Caravan	–	Horse

Note: Characters with rank 5 or 6 may add +1 to their rolls on this table. Weapon benefits must be declared by type immediately, additional weapon benefits may be declared as skill in a weapon of a type previously taken. Cash awards are expressed as 1d or 1d x a multiple, giving the number of credit equivalents received.

BASIC SKILL ELIGIBILITY	
For initial term of service	2
Per subsequent term of service	1
Upon receiving commission	1
Upon receiving promotion	1

MUSTER-OUT BENEFITS	
Per term of service	1
If rank 1 or 2	1
If rank 3 or 4	2
If rank 5 or 6	3

CHARACTER GENERATION CHECKLIST

1. Roll personal characteristics: Strength (2d), dexterity (2d), endurance (2d), intelligence (2d), education (1d), and social standing (2d).
2. Select service and roll for enlistment using all applicable DMs.
    - A. See Automatic enlistment possibilities.
    - B. If rejected the character is a Citizen.
    - C. Roll for survival.
    - D. Attempt ranks.
        - 1) If no rank, attempt commission.
        - 2) If commissioned, attempt promotion.
    - E. Determine skills allowed.
        - 1) Automatic skills.
        - 2) Acquired skills.
        - 3) Specify cascade skills.
    - F. If completing fifth or later term of service, determine any aging effects.
    - G. Roll for reenlistment and return to 2C if successful.
3. Muster-Out
    - A. Determine benefits.
    - B. Record characteristics and skills for later use.

ACQUIRED SKILLS TABLES

Personal Development Table

Die Roll	Army	Caravaner	Patrician	Trader	Citizen	Nomad
1	+1 Str	+1 Str	+1 Dex	+1 Str	+1 Str	+1 Str
2	+1 Dex	+1 Dex	+1 End	+1 Dex	+1 Dex	+1 Dex
3	+1 End	+1 End	+1 Int	+1 End	+1 End	+1 End
4	Gambling	+1 Int	+1 Edu	+1 Int	+1 End	Equestrian
5	Brawling	+1 Edu	Gambling	Blade Cbt	Gambling	Brawling
6	Medical	Gambling	+1 Soc	Bribery	Steward	Caller

Service Skills Table

Die Roll	Army	Caravaner	Patrician	Trader	Citizen	Nomad
1	Blade Cbt	Blade Cbt	Blade Cbt	Teamster	Brawling	Equestrian
2	Blade Cbt	Blade Cbt	Gambling	Jack-o-T	Steward	Equestrian
3	Musketry	Bow Cbt	Leader	Blade Cbt	Jack-o-T	Blade Cbt
4	Musketry	Bow Cbt	Admin	Bribery	Blade Cbt	Bow Cbt
5	Bow Cbt	Teamster	Admin	Admin	Bow Cbt	Tactics
6	Brawling	Jack-o-T	+1 Edu	Streetwise	Streetwise	Caller

Advanced Education Table

Die Roll	Army	Caravaner	Patrician	Trader	Citizen	Nomad
1	Leader	Leader	Leader	Medical	–	Caller
2	Tactics	Tactics	Leader	Leader	–	Tactics
3	Tactics	Musketry	Streetwise	Admin	–	Tactics
4	Teamster	Bribery	Admin	+1 Edu	–	Leader
5	Admin	Admin	+1 Social	Forgery	–	Leader
6	Equestrian	Equestrian	Equestrian	Equestrian	–	Caller

AGING TABLE

Term of Service	5	6	7	8	9	10	11	12	13+
Age (Local)	10	11	12	13	14	15	16	17	18+
Strength	-2 (9+)				-2 (10+)				-3 (10+)
Dexterity	-2 (8+)				-2 (9+)				-3 (9+)
Endurance	-2 (9+)				-2 (10+)				-3 (10+)
Intelligence	No effect before age 18.								-1 (9+)
Education	Unaffected by aging.								
Social Standing	Unaffected by aging.								

NOBLE RANKS

Lowlands			Nomads
A	10	Squire	Hunt Leader
B	11	Knight -or- Dame	Warrior
C	12	Lord -or- Lady	Warlord
D	13	Baron -or-Baroness	Chieftain
E	14	Count -or- Countess	Chief
F	15	Jarl -or- Jartfrau	Great Chief

RANK AND SERVICE SKILLS

Army	Sword-1
Army Captain	Leader-1
Caravaner	Crossbow-1
Caravaner Lieutenant	Tactics-1
Patrician	Admin-1
Trader Journeyman	Bribery-1
Nomad	Equestrian-1
Nomad Hunt Leader	Caller-1

BLADES AND POLEARMS			
Weapon	**+DM**	**-DM**	**Wounds**
Dagger	8+	3-	2d
Sword	10+	5-	2d
Cutlass	11+	6-	2d
Broadsword	12+	7-	4d
Spear	9+	4-	2d
Halberd	10+	5-	3d
Pike	10+	6-	3d
Cudgel	8+	4-	2d

BOWS AND MUSKETS			
Weapon	**+DM**	**-DM**	**Wounds**
Sling	11+/11+	3-/6-	2d
Short Bow	10+/10+	5-/5-	1d
Long Bow	11+/11+	7+/7+	2d
Military Crossbow	11+/11+	6-/6-	3d
Repeating Crossbow	12+/11+	8-/8-	2d
Matchlock Musket	11+	6-	2d
Arquebus	11+	6-	2d
Wheelock Pistol	10+	6-	2d

SKILLS
Blade combat: Character must choose immediately from the table above.
Musketry: Character must choose immediately between Matchlock Musket, Arquebus, or Wheelock Pistol.
Bow Combat: Character must choose immediately between Sling, Short Bow (nomad weapon), Log Bow, Military Crossbow (Caravaner Weapon), and Repeating Crossbow.
Equestrian: Character has been trained to ride animals. Treat as vehicle skill with riding steed's.
Teamster: Character has been trained to drive animal-drawn wagons. Treat as vehicle skill for such wagons.
Caller: The character can commune with nomad animals. See the discussion on nomad society in this section.

HUNT ENCOUNTER TABLES		
Table #1		
Range From Leader	**Roll For Pursuit**	**Encounter Type**
Same Hex	3+	Tribe
1-3 Hexes	5+	Table 4
4-6 Hexes	9+	Table 4
7-9 Hexes	11+	Table 3
10+ Hexes	13+	Watchers
Table #2		
Modifiers	**DMs**	**Results**
Open Terrain	DM+4	"Pursuit" roll gives likelihood of an encounter with hunters, rolled on 2d roll.
"Easy" Terrain	DM+1	
Trail Hexes	DM+1	
River Hexes	DM+1	
At Night	DM-3	"Type" gives the nature of the encounter that results from a successful Pursuit roll.
In Woods	DM-2	
On High Ground	DM+1	
Encounter Types		
Tribe: Indicates an encounter with 100+ tribesmen; for game purposes, consider the supply of attacking nomads inexhaustible. **Watchers:** Indicates that the encounter is a sighting of 1d watchers circling above.		

PURSUIT ENCOUNTER TABLES		
Table #3	Die Roll	**Table #4**
Hunting Party with Animals	2	Hunting Party with Animals
1d Watchers	3	Hunting Party with Animals
3 Nomad Scouts	4	3 Nomad Scouts
Animals	5	Animals
Animals	6	Animals
1d Watchers	7	Hunting Party with Animals
Animals	8	Animals
Animals	9	Animals
3 Nomad Scouts	10	3 Nomad Scouts
1d Watchers	11	Hunting Party with Animals
Hunting Party with Animals	12	Hunting Party with Animals

ANIMALS TABLE	
Die Roll	**Result**
1	1d Watchers
2	1d Watchers
3	2d Watchers
4	2d Watchers
5	3d Watchers
6	1d Watchers

Encounter Types

Hunting Party: Hunting parties contain 5 nomads, including 1 Caller (controlling a group of animals determined from the Animals Table) and 4 warriors. They will all be mounted, and will carry a typical mix of nomad weaponry.

Animals: Animal type is determined from the table.

Scouts: Three nomad warriors are encountered.

PURSUIT TABLE		
Outcome	**Leader Movement**	**DM**
Party Avoided Contact	0	0
Party Escaped Pursuers	2	+3
Pursuers Suffered Casualties	2	+3
Pursuers Wiped Out	1	-2
Contact with Animals Only and Party Escaped	1	+2
Contact with Animals Only and Animals Suffered Casualties	1	+1
Contact with Animals Only and Animals Wiped Out	1	0

Note: Outcome is the result of an encounter. Leader Movement is the number of hexes the Leader may move immediately in the direction of the party. DM is a modifier added to the Pursuit roll on the next hour (only).

TERRAIN KEY	
Color	**Terrain Type**
Light Green	Open Terrain
Dark Green	Lowland Woods Terrain
Light Brown	Rough Terrain (Open for Animal Encounters)
Dark Brown	High Ground (Open for Animal Encounters)
Blue	River (Open for Animal Encounters)
Red	Trail (Open for Animal Encounters

Animal Encounters: Animal encounters should be rolled for twice per day, using the standard tables for Faldor. Use the table corresponding to the appropriate terrain type (special cases are noted above).

C: Pre-Generated Characters

Name: Victor Darven"
UPP: BA8A94
Service: ex-Army
Rank: Captain
Birthdate: 184-1084
Birthworld: Emerald/Jewell 0206 B766555-0
Skills: Rifle-3, Tactics-2, Computer-2, SMG-1
Possessions: Rifle
Money: Cr 2,000, 1 High Passage
Comments: Commanded a Colonial Battalion on Vilis during the war. Cut off behind enemy lines for 10 weeks before rejoining his battalion.

Name: Dr. Mohan Morales
UPP: 777994
Service: ex-Army 4 terms 359-1110
Rank: Captain
Birthdate: 055-1076
Birthworld: Towers/Aramis B444448-A
Skills: Medical-3, SMG-2, Computer-2, Gambling-1, Dagger-1, Rifle-1
Possessions: SMG
Money: Cr 12,000, 1 High Passage
Comments: Qualified as a doctor. Served in battalion aid stations on Jewell, with the 86th Lift Infantry Brigade.

Name: Chen Marco
UPP: 6ABC96
Service: ex-Navy 3 terms 233-1110
Rank: -
Birthdate: 343-1080
Birthworld: Romar/Glisten 0510 B450456-8
Skills: Navigation-1, Computer-1, Forward Observer-1 Jack-of-all-Trades-1
Possessions: -
Money: Cr 6,000, 1 High Passage
Comments: Served aboard BB-1896 Kokirrak, based at Jewell. Navigation specialist later attached to the Naval Brigade, which served in ground fighting on Jewell.

Name: Eneri Marstel UPP: 7A5C97
Service: ex-Merchant 5 terms 364-1110
Rank: Second Officer
Birthdate: 265-1072
Birthworld: Regina/Regina 0310A788899-A
Skills: Mechanical-2, Carbine-2, Sword-1, Hovercraft-1, Streetwise-1, Jack-of-all-Trades-1
Possessions: Carbine, Sword
Money: Cr 16,000
Comments: Service with Oberlindes Lines in Regina Subsector and the Vargr Extents. Junior navigator aboard Oberlindes Lines ship *Emissary*.

Name: Dern Willoran UPP: 6879B8
Service: ex-Army 3 terms 272-1110
Rank: Major
Birthdate: 350-1080
Birthworld: Hexos/Mora 0408 B534420-8
Skills: Tactics-2, Air/Raft-1, Medical-1, Blade-1, Rifle-2, SMG-1
Possessions: Rifle
Money: Cr 7000
Comments: Battalion commander in the 2013th Lift Cavalry Division on Efate and Jewell.

Name: Lee Kuragim
UPP: 87668A
Service: ex-Navy 5 terms 226-1110
Rank: Lieutenant
Birthdate: 063-1072
Birthworld: Capital/Core 0508 A586A98-F
Skills: Mechanical-2, Sword-2, Ship's Boat-1, Computer-1 Forward Observer-1, Electronic-1, Navigation-1
Possessions: Sword, Travellers' Money: Cr 6000, 1 High Passage
Comments: Boat Pilot on board 60,000-ton frontier cruiser CF-6372 *Children of the March.*

Name: Thor Reinhardt
UPP: 7969B7
Service: ex-Other 6 terms 021-1111
Rank: --
Birthdate: 182-1069
Birthworld: Sacnoth/Swords Worlds 0505 B775956-C
Skills: Electronic-2, Computer-2, Foil-2, Revolver-2, Mechanical-1
Possessions: Revolver
Money: Cr 11,000, 1 High Passage
Comments: Left the Sword Worlds prior to the war. Scientist specializing in ethnology and sophontology in the employ of Oberlindes Lines aboard 60,000-ton vessel *Emissary.*

Name: Boris Mgambwe UPP: AA9775
Service: ex-Marine 3 terms 154-1110
Rank: Lieutenant
Birthdate: 032-1080
Birthworld: Wardn/Lunion B756436-B
Skills: Rifle-2, Cutlass-2, Revolver-1, Tactics-1, Mechanical-1
Possessions: Cutlass, Travellers'
Money: Cr 7000
Comments: Ship's Troops officer aboard CF-6372 *Children of the March* in operations over Efate.

Name: Gamigen Kuddarin
UPP: C9A6A6
Service: ex-Marine 4 terms 361-1110
Rank: Captain
Birthdate: 205-1076
Birthworld: Rhylanor/Rhylanor A434934-F
Skills: Leader-2, Revolver-2, Cutlass-2, Tactics-1, SMG-1, Wheeled Vehicle-1
Possessions: Cutlass
Money: Cr 7000, 1 High Passage
Comments: Company Commander in the 8327th Imperial Marine regiment at Vilis and Frenzie.

Name: Gayn Ludrell
UPP: 5A6A62
Service: ex-Scout 7 terms 221-1110
Rank: -
Birthdate: 242-1062
Birthworld: Tarsus/District 268 0308 B584620-A
Skills: Mechanical-3, Electronic-3, Carbine-3, Air/Raft-2, Jack-o-Trades-2. Medical-2, Gunnery-1, Pilot-1, Navigation-1
Possessions: Carbine
Money: Cr 20,000 2 Low Passages
Comments: Has served in virtually every branch of the Imperial Scout Service. During the war, served with Imperial naval and marine forces defending at Jewell starport, where she assisted as a mechanical engineer.

Name: Samos Mitsubi
UPP: 876983
Service: ex-Scout 3 terms 294-1110
Rank: -
Birthdate: 055-1080
Birthworld: Quopist/Lanth 0605 B151679-A
Skills: Jack-o-T-2, Hovercraft-1, Pilot-1, Mechanical-1, Electronic-1, AutoPistol-1
Possessions: Auto Pistol, Blade
Money: Cr 30,000
Comments: Served in Contact/Liaison branch of the Imperial Scout Service prior to the war. In the war, acted as a forward scout attached to local commands at Vilis and Frenzie.

Name: Rene Northstar
UPP: 5968C7
Service: ex-Merchant 4 terms 343-1110
Rank: Fourth Officer
Birthdate: 025-1076
Birthworld: Chamois/Trin's Veil 0709 B544642
Skills: Jack-o-Trades-2, Bribery-1, Shotgun-1, Dagger-1, Electronics-1
Possessions: Shotgun, Dagger
Money: Cr 10,000, 1 Low Passage
Comments: Service with Sharurshid throughout the Spinward Marches. Has orbited Faldor twice before, but never landed.

FALDOR

World of Adventure

FALDOR, a primitive planet only a few parsecs from the borders of the Imperium, but remote in terms of society, technology, and culture. For centuries isolated at the behest of sociologists interested in charting the progress of cultures stranded on the world long ago and reduced to the verge of savagery, **FALDOR** has only recently been opened to contact with traders from the stars. The hazards of dealing with primitive cultures and natural hazards require a courageous and skilled breed of adventurer to meet the challenges of this new world.

The adventurers come to **FALDOR** as part of a company trading team, making a routine call at the planet to take on a cargo and check on the well-being of company employees on the planet. A routine stop on a routine voyage. But routine can be deceptive, and it's possible that some of those who come to **FALDOR** may never leave.

FALDOR – World of Adventure lies ahead. It is a place of primitive peoples and of potential wealth. But it is also a world full of potential danger...